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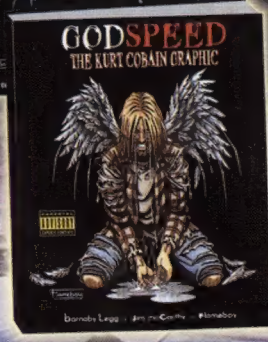


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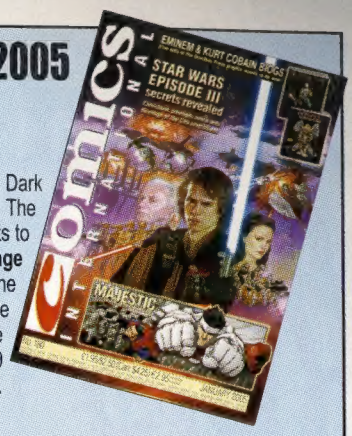


## Inside this issue

**COVER:** It's all about scheduling, and Dark Horse is sure to benefit from it this time. The company with the comics adaptation rights to the *Star Wars* movies is releasing **Revenge of the Sith** almost seven weeks before the film opens. Available as a 96-page trade paperback, at $12.95, it will also be published across four regular $2.99 comics. For the full story, see page 10.

## News

**NEWS INTERNATIONAL: Invisibles** creator brings Golden Age team into 21st century... Former Marvel editor-in-chief ushers in new DC hero... Newcomer seeks to replace CrossGen... **Spider-Man India** publisher preps world-wide assault... Joe Kubert's Italian western finally hits US... Ex-DreamWave exec opens doors for Speakeasy ... Fantastic Four's foes caught in spotlight... Grimjack returns... Dark Horse unleashes **Dragon Prince**... plus much more ..... **5**
**PREVIEW:** An exclusive look at the new Majestic by Neil (**Bazooka Jules**) Googe. **46**
**FRAME TO FRAME:** Comics frames to movie frames. Mike Conroy comments on a second proposed spin-off from the *X-Men* movies, **The Darkness** coming to Hollywood, yet another Stan Lee project and offers up his thoughts on the final instalment in the *Blade* trilogy. ..... **26**

## Regulars

**TALKING SHOP:** Cutting edge retailer Stephen Holland produces his monthly overview of life in the comics-buying frontline. ..... **28**
**NOVEL GRAPHICS:** Paul Gravett on the world of graphic novels. ..... **30**
**BIFF'S ILLUMINATIONS:** Pick hits from January 2005-shipping titles ..... **33**
**NETWORKS:** Chris Rice's round-up of news and gossip from the Internet, plus Rich Johnston's *In the Gutter* and Chris Bunting's *Comics Webworld*. .... **42**
**REVIEWS:** Capsule critiques of the best (and worst) of this month's titles.. **44**
**COMICS ECONOMICS:** The top 100 sellers for August and September. ..... **53**

## Listings

**ADVANCE LISTINGS:** US and international English-language comics on sale in specialist shops in February, plus the month's UK newsstand titles. ..... **28**
**EVENTS GUIDE:** Key comics events in the next six months. ..... **58**

## Reader Access

**COMPETITION:** Win a set of Omnibus Press's graphic novel biogs of *Kurt Cobain* and *Eminem*.. ..... **20**
**Q&A:** Set your mind at rest over niggling comics queries, or impress readers with your knowledge. ..... **39**
**LETTERS:** Readers' writes plus Mike Kazybrid's *Comic Cuts* ..... **57**
**CLASSIFIED:** Comics for Sale, Comics Wanted, Small Press Listings and General Announcements ..... **65**

## Directory

**WEBSITE INDEX:** Comics creators, publisher and back issue dealer links ..... **59**
**RETAIL INDEX:** The most comprehensive listing of international comics stores ..... **60**
**WORLD FESTIVAL GUIDE:** Leading comics events in the year ahead ..... **62**
**PUBLISHER INDEX:** Details of top US, UK, French and Italian publishers ..... **63**
**MAIL ORDER INDEX:** Postal specialists for comics and peripherals ..... **64**

# Sez Dez

**Editorial**
***Dez Skinn***

I HAVE this thing about comicbook logos. I don't know if this is peculiar to me as it's not one of those subjects I launch into in civilised company so I've never confessed it before. But as a kid I adored them, the classic ones, and I guess I never grew out of it. And DC always had the best.

**Superman** was so good when designed in 1939 that it's hardly been changed since. **Batman** too – although I used to have this problem with it being two separate words in the logo and one word elsewhere. Then there was that Silver Age spate of gems, with the wacky shield and seemingly-arbitrary number of stars surrounding **Justice League of America** and the clunky flame box around **Green Lantern**. Plus my real favourites... **The Flash** and **The Atom**. Man, I loved those logos.

I liked them so much that as soon as I discovered set squares, protractors and compasses (don't ask!), I meticulously set to copying them and colouring them in. That was how I discovered (shock! horror!) the missing perspective keyline on the **Mystery in Space** and **Strange Adventures** 3-D style logos.

But the Marvel ones, nah. Messy, unheroic... at best quirky, certainly not classics. Not until Steranko drew up the 3-D **X-Men** logo and the chunky **Hulk** one.

Of course, our own British comics had it well sussed. Single word titles, no more than six or seven letters. **Valiant**, **Lion**, **Eagle**, **Tiger**, **Victor**, **Beano** and all – logos that leapt out at you. I think it was Walt Simonson who once said the best logo was one you could read on a newsstand from across the road.

The reason's obvious, it needs to stand out to make the comic both attractive and easily spotted in a sea of four colour competition. In fact, I'd risk arguing that the logo and cover design (now there's a little considered subject) are as important as the actual art.

But then, covers for comics used to be designed, and done so by real designers, not editors with the appropriate software and no training. Placement of splash panels, speech balloons and the all-important issue number and price, these were all major considerations. As was variety, making sure that the logo colours were never the same on two consecutive issues, so readers could easily see the new issue on the stands. Have people forgotten all this stuff, or is it that nobody ever told them? Covers used to be unique to their issues, and memorable. You'd never mistake the cover to the old **Hulk** #3 for **Hulk** #4. In fact, those who remember such comics are probably able to describe them from memory. The colour schemes, the design and the content. They were, after all, windows for what was within. Describing a key scene, and by the same artists or at least ones very similar.

Now almost everybody cheats. Get a popular cover artist, whatever's inside. Don't worry about a unique design, just have your hero posing. Price? Issue number? They'll be in there somewhere, buried. As for title logos, they're often an embarrassment. If you have to squint or think before you can figure out an all-too-clever piece of design, or guess the missing letters covered by the hero's head because the artist didn't allow enough masthead space, somebody's not doing their job. Or doesn't know how to.

There's an obviously forgotten acronym that can be applied to covers: KISS, keep it simple, stupid. Then maybe, just maybe, comics will become a little bit more memorable, more exciting as impulse purchases and maybe even more commercial.

Editors: take note, as I'm dying to get out my set squares, protractors and compasses again.

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# Morrison reinvents all-but forgotten Golden Age team

*Pictured: Cover art for the first issues of two of DC's* ***Seven Soldiers of Victory*** *tie-ins –* ***The Shining Knight*** *[above] by Simone Bianchi and* ***The Guardian*** *[top right] by Cameron Stewart – and Mort Meskin art from the cover to the 240-page* ***Seven Soldiers of Victory Archives*** *volume 1 [bottom right], which features only six of the team's actual eight-hero line-up [see below]. Missing are Stripesy and Wing.*

*Band of DC heroes also known as 'Law's Legionnaires' to get make-over in writer's ambitious miniseries octet*

OVER the course of his 25-year career, such titles as **Sebastian O**, **The Invisibles** and **The Filth** have garnered Grant Morrison a reputation for writing unconventional and individualistic comics but he has also proved himself capable of revitalising moribund or antiquated superhero properties.

Although **Batman: Arkham Asylum** and **Doom Patrol** have more in common with his non-traditional fare, his 1997 relaunch of **JLA** worked wonders for a fading DC team while his recent highly-successful year-long stint on **New X-Men** brought Marvel's mutants back into favour with fans.

Now back at DC, Morrison has set his sights on a Golden Age team that vanished in 1945 and has made only a handful of guest appearances since 1972 when it was reintroduced into the DC Universe in **Justice League of America** #100.

## Three by Kirby

Although the Seven Soldiers of Victory got a new line-up in 2000's **Silver Age: Showcase** #1, the Scottish writer plans to ignore that and the original roster *[see below]* as he reinvents the team as part of an ambitious 30-comic project.

As with both earlier incarnations, Morrison's version of the team features a less-than-stellar lineup with Jack Kirby's Mister Miracle – an ex-JLAer – probably its most high-profile member. His team-mates include two other Kirby creations: **The Demon**'s Klarion the Witch Boy and the Guardian – presumably the Golden Age hero's clone, introduced in **Superman Annual** #2 [1988] – as well as Zatanna, who was also in the Justice League.

Other Soldiers are the artificial lifeform from the *Spawn of Frankenstein* series that premiered in 1973's **Phantom Stranger** #23 and the Shining Knight, who – in one form or another – has appeared in all three versions of the team. Making up the numbers is Bulleteer, who appears to be a new hero (or heroine).

Morrison's **Seven Soldiers of Victory** project consists of two bookend specials and seven inter-related four-parters that standalone but also add to a main storyline. Each of the minis is devoted to a single member of the team.

## Vampire knights

This unique undertaking kicks off with **Seven Soldiers of Victory** #0. Illustrated by **Promethea**'s J H Williams III, this opening 48-pager introduces the granddaughter of the Golden Age Whip as she hooks up with the Vigilante and the aging crimebuster's new Seven Soldiers team to hunt down an ancient monster in the deserts of the American West.

But the team encounters the unexpected in the form of vampire knights, puritan death machines, wounded gods, deathless Mafia dons, talking winged horses and other such Morrisonian concepts.

***Seven Soldiers of Victory** #0, priced $2.95, ships February 23.*

## In footsteps of Justice Society of America

A YEAR after it made comicbook history with the creation of the Justice Society of America, the first super-team, National Periodicals tried to emulate its own success by forming some of its lesser lights into a second superhero group.

The Seven Soldiers of Victory aka Law's Legionnaires surfaced in 1941 in **Leading Comics** #1. The story, mainly written by Mort Weisinger, brought together the Crimson Avenger (given a superhero makeover for the occasion), Green Arrow, the Shining Knight, the Star-Spangled Kid and the Vigilante plus three sidekicks – Speedy, Stripesy and Wing. Although the team roster was actually eight, it has actually been hinted that – as the only non-Caucasian – Wing was not counted as one of the Seven!

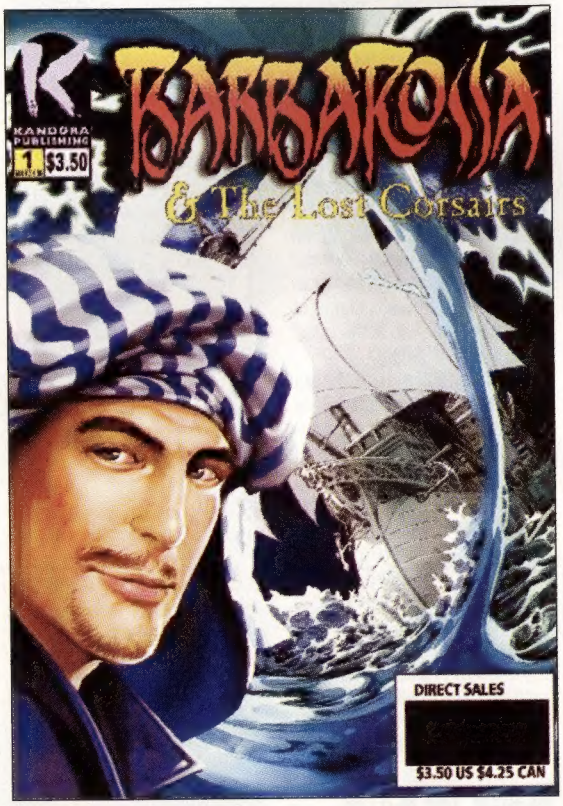
The team all-but vanished after 1945 when, with #15, **Leading Comics** became a funny animal comic, but its 14 appearances are being collected in DC's hardcover **Seven Soldiers of Victory Archives**. The 240-page first volume, which ships on January 12, reprints issues #1-4. It is priced $49.95.

# CrossGen take 2: Made in Korea

*With failure of high-profile fantasy line, newcomer seeks cost-cutting success with four similar titles, produced by unknown Asian artists*

KANDORA Publishing is looking to plug the gap in the market left by the collapse of CrossGen.

As Tommy Lee, the newcomer's vice-president, explained it, "With the unfortunate demise of CrossGen, there was an opening for a publisher to create genre stories and an audience that was looking for them."




Sales insufficient to support high costs caused the CrossGen line to fold but as Kandora's PR guru Ian Feller told **CI**, the newcomer can thrive if it achieves the same sort of figures. "Kandora and CrossGen are run two completely different ways. CrossGen's genre material didn't fail to find an audience. But it was not enough to cover the large overhead of a studio."

## Tower, take two?

"Sales of 15-25,000 copies for them was a monthly loss," said Feller, once CrossGen's PR man. Alluding to its overseas production he added, "Sales of those numbers for Kandora would be a nice profit because they have a system in place that keeps their overhead and expenses down.

He continued, "You can expect the same high quality production that CrossGen and others produce. But in the Kandora titles you get 32 pages of story and art each month as opposed to the standard 22 pages.

"That's just about 50% more for only an extra 50 cents," he added referring to the riskily high $3.50 cover price on its four 40-page titles.

A similar argument has been used historially to little effect, notably with the higher-profile failures from Tower Comics and Gold Key, plus leaders Marvel (with 48 pages) and DC (with 100).

*Pictured are frames from the first issues of **Savage World** [above] and **Jade Fire** [below] as well as the cover to **Barbarossa and the Lost Corsairs** #1, which features art by Korean newcomer H S Park.*

The Kandarosa line launches in March with **Barbarossa and the Lost Corsairs** – a high seas pirate fantasy adventure – with the mystical martial arts series **Jade Fire** following in April. **Savage World** – a saga set on an apocalyptic, dark fantasy Earth – begins in May while **Monarch of Manhattan**, "a modern day urban sword and sorcery comedy", debuts in June.

The first two are written by Brian (**Crimson**) Augustyn, the others by newcomer C Edward Sellner. Adding a further risk for such high cover price titles, all are drawn by Korean artists, unknown by the US comics-buying market.

# Ex-Marvel editor-in-chief creates new hero for DC

FORMER **Avengers** writer Bob Harras is scripting comics again after almost eight years.

Last seen as consulting editor on WildStorm's Chris Claremont-driven **Gen**[13] relaunch in 2001, Harras is writing a series that ushers a new hero into the DC Universe.

*Pictured: The cover to **Breach** #1 [above] and the splash page [right] from the same 40-page issue of the DC title; art by Marcos Martin and Alvaro Lopez.*

Asked about his new project, Harras – who lost his position as Marvel's editor-in-chief in 1999 – told **CI**, "**Breach** is essentially about the sacrifices an individual must make to be considered a hero. And to me, one – sacrifice – goes hand-in-hand with the other – heroism. And with **Breach**, the sacrifices entail the very basic components of human identity: memory, love, self.

"Essentially what intrigued me was the inherent conflict that would be presented to the lead character: that in defending humanity, he would face the inevitability of losing his own," he continued. "Does he have the right to refuse that challenge?

"I wanted to explore that concept because I felt the word 'hero' is a bit overused both in comics and in real life. I think sacrifice and loss are basic components to the idea of a hero," stated Harras, who wrote **Avengers** from 1991 to 1996. "A character that has everything: no doubts, no internal conflict, one who always knows he is doing the right thing – is, to me, an inherently uninteresting one. The idea of good people finding themselves in very bad, even catastrophic, situations and seeing how individuals, with all their inherent flaws, react is much more interesting."

**Breach** – which is drawn by the **Batgirl: Year One** team of Marcos Martin and Alvaro Lopez – is not the name of the comic's hero, as the writer explained. "The title applies to [series protagonist] Tim Zanetti as a type of codename – a codename he never uses himself, he never regards himself as a superhero and finds codenames a bit ridiculous – but in a larger sense it signifies an event: a breach has occurred, and that fact threatens humanity. Also, a breach – or a rift – has occurred in most of the main characters' lives: from normal existence to an existence of survival and fear."

***Breach** #1, priced $2.95, ships on January 5.*

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## In Brief

ABOUT Comics has cancelled its reprints of Mark Evanier and Will Meugniot's **DNAgents** and Evanier and Dan Spiegle's **Crossfire** with only one volume of each trade paperbacks series published.

"As much as I like the material and am pleased with the positive reviews it generated, the decision came down to simple dollars and cents," explained About Comics publisher Nat Gertler. "The orders for **Crossfire** Volume 1 – which I thought was a particularly nice-looking book – and **DNAgents** Volume 2 made it clear that these reprints were not going to be profitable."

AWARDED the Prix du Meilleur Album *[Prize for the Best Graphic Novel]* at last January's Angouleme festival, **Le Combat Ordinaire** is to get a US release through NBM.

Translated into English as **Ordinary Victories**, this semi-autobiographical 120-page graphic novel is by Manu Larcenet, one of the new generation of European artists exemplified by Lewis Trondheim Joann Sfar, Christophe Blain and David B among others. The 6½x9" softcover ships in March, priced $14.95.

THE ITALIAN manufacturer of *War of the Ring* – a strategic board game based on **The Lord of the Rings** – has acquired a worldwide license to produce a Marvel strategy board game.

Scheduled for release next summer by Nexus Games, the game is for two to six players, each of whom is to control a Marvel character represented by a plastic figure of that hero (or villain). Manhattan, Atlantis, and the Negative Zone will be among the settings.

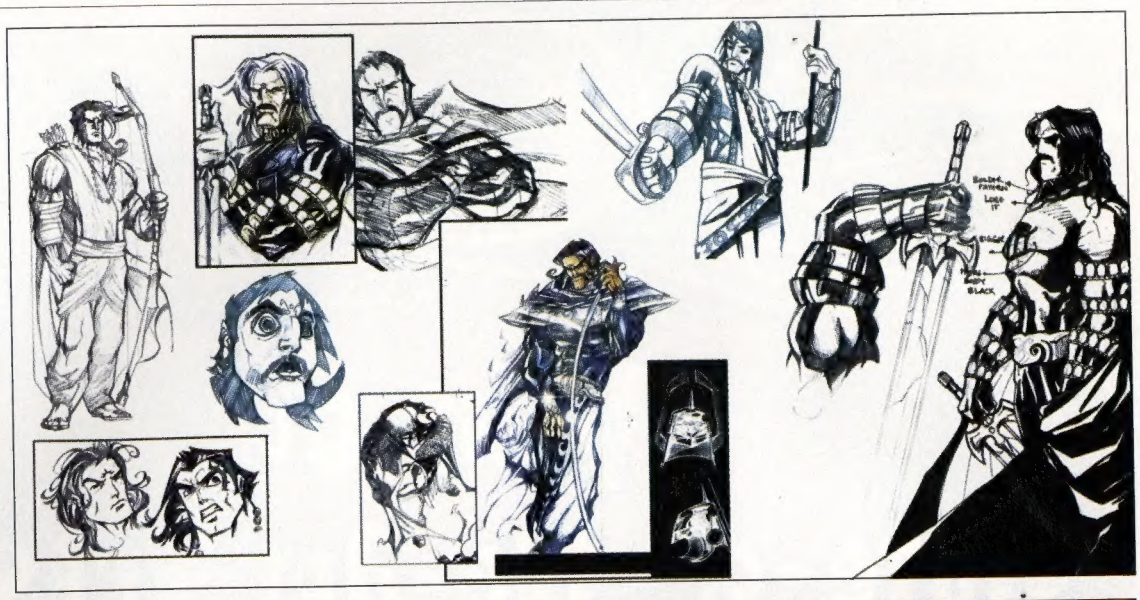
LONDON-based MQ Publications is expanding its **Handbook** series – which features titles about Marilyn Monroe and Elvis Presley among others – with a currently unscheduled volume devoted to R Crumb.

**The Crumb Handbook**, which contains a significant amount of new material, is said to be "both by and about the famed counter-culture cartoonist." Crumb is currently working on **The Book of Genesis According to Robert Crumb**, which is to be published by W W Norton.

STEVEN Grant is writing a five-issue spin-off from the *CSI* TV series launching in February.

Joining Grant on the **Secret Identity** mini is the **CSI: Domino** art team of Gabriel Rodriguez and Steven Perkins.

The $3.99 five-parter is the first IDW work by Grant whose prior credits include **Frank Miller's Robocop** for Avatar and **The Punisher**.



# India seeks to follow path blazed by Japan

GOTHAM Entertainment is hoping its latest project will form the launch pad from which Indian comics can emulate the worldwide success of manga.

The Bangalore-based publisher behind the creation of **Spider-Man India** is forming an alliance with two other major media figures from India to create Gotham Studios Asia as a platform for its ambitions.

Established to create original comicbooks and character properties for the global market, the new corporate entity has been set up by Gotham Entertainment in partnership with Intent, a media company owned by world-renowned author and spiritualist Deepak Chopra *[pictured above]* and Shekhar Kapur, director of the 2002 remake of *The Four Feathers* and of *Elizabeth*, the 1998 movie that was nominated for seven Oscars and won one.

Based upon Asia's continued economic growth, the three principals believe the majority of the estimated trillion dollar worldwide revenue expected from entertainment in the next decade will come from Asia. Considering this, they have set up Gotham Studio to produce original content, infused with Indian and Asian mythology, to meet the growing demand of the industry for properties and stories that cater to what they see as an emerging global audience.

As Chopra put it, "As the narrow walls of nationalism come down and as a new collective humanity, we break through our tribal identities, Asia will become the home of the entertainment, media and business activities of the world. Through the studio, we plan to re-invigorate some of civilisation's greatest mythologies, to tap into the primal energies of India and Asia's great storytelling tradition.

"The super powers of tomorrow will not be defined by their military prowess but by their cultural contribution and we firmly believe our new venture will be at the vanguard of this global, cultural and economic shift," the spiritualist added grandly.

"Similar to the phenomenon we have seen with Japanese anime and manga, which has influenced virtually every aspect of popular media today, our mission is to re-invent contemporary Indian popular art and permeate this new style and vision throughout the globe," proclaimed Sharad Devarajan, Gotham Entertainment's chief executive officer.

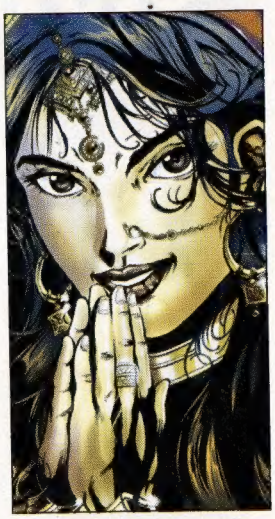
*ALTHOUGH Gotham Studios has offered absolutely no details on its projects, it has released some studies and concept sketches [pictured] featuring a number of obviously Indian-influenced characters.*

### New drug

Driving Intent's involvement is Chopra's son. Also named Gotham, he is the author of a number of books including **Familiar Strangers: Uncommon Wisdom in Unlikely Places** and was involved in **Bulletproof Monk** and the movie based on that Image comic.

"We want the Studio to become known as an incubator of ideas and enable us to mine and empower a new generation of storytellers. For those of us who have grown up in the East and the West, this is the perfect fusion and an exciting new platform to express ourselves," stated the younger Chopra, who went on to reveal an interesting and very positive view of comics' current position in society. "Comics are becoming the new pop art. The new pop communication. The new drug. This is not just comics but a breathtaking new multimedia format. Comics are the new culture."

Gotham Studios – which has a number of properties in development – intends to launch the first of its comics in late 2005.



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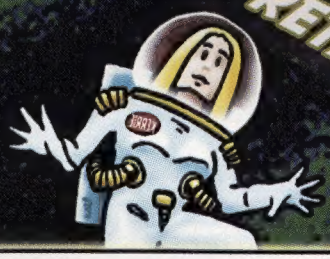


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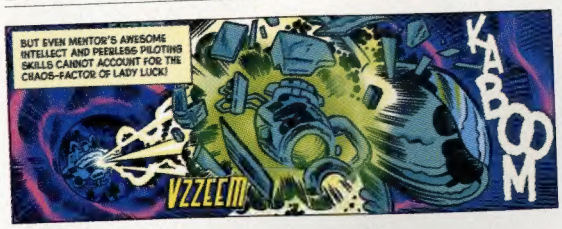
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# Online superheroes cross over to Image

MOST Massive Multiplayer Online Role-Playing Games fall into one of two genres: science fiction – with ***Star Wars Galaxies*** and **EVE** being but two examples – or fantasy – ***Everquest II*** and **World of Warcraft** – but there are exceptions.

While some prefer the more realistic ***World War II Online*** others players of these hugely popular MMORPGs like to indulge their love of comicbook superheroes. These are catered for by ***City of Heroes*** but that was preceded online by ***Freedom Force***, a more basic single-player role-playing superhero strategy game.

Soon to get a massive upgrade to MMORPG status as ***Freedom Force vs the Third Reich***, the earlier game is being brought to comics by writer Eric Dieter and artist Tom Scioli, whose self-published **Myth of 8-Opus** reveals a heavy Jack Kirby influence.

"**Freedom Force** is a tribute to – and exploration of – our fondest memories of comics and a reflection of how we as a society have changed over the decades with the history of comicbooks as our looking glass," **CI** was told by Dieter – who wrote **The Antioch Chronicles**, a rarely seen RPG-based comic.

## Alien force

The title kicks off at Image as an six-parter but Dieter says he and Scioli are planning further ahead. "Over the long term, the look of the book, the types of stories we tell and the way we tell them will be directly influenced by how those things actually changed over the decades of real comicbook history."

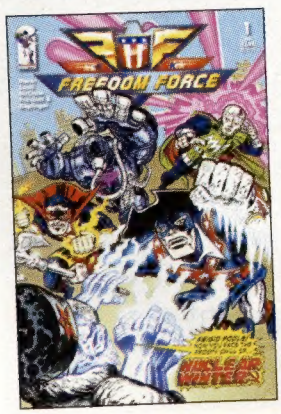
Asked to describe the concept of the series, Dieter replied, "The basic premise of **Freedom Force** is that humanity is threatened by an outside alien force that only sees the worst of our traits as a civilisation and deviously conspires to use them against us. As tends to happen in our true life history, people rise up to confront this threat with the best we as a species have to offer," he said. "That said, our flaws are still present in our cast of heroic characters and it is the overcoming of those flaws that will lead to victory."

*JACK Kirby's influence shines through on Tom Scioli's art for the covers to* ***Freedom Force*** *#1 and #2 [below, left and right] and in his interior frames from the first issue of the Image six-parter* [above and top].

## Marvel's 1985 FF

Another Freedom Force made its entrance in 1985's **Uncanny X-Men** #199 but the online team did not steal its name from that band of Marvel mutants as Dieter explained. "It wasn't specifically chosen because of any connection with Marvel. Ken Levine and the game design team came up with a fairly simple alliterative name for the team and it was only later during the trademark research that [***Freedom Force*** producers] Irrational found out Marvel had once owned it and then abandoned the trademark in 1996."

***Freedom Force*** *#1, priced $2.95, ships on January 19.*



# Dark Horse reveals Star Wars III secrets

IT HAS been almost three decades since *Star Wars* exploded into cinemas and ever since fans have been wanting to know more about how its mythos and its inhabitants came to the warring situation as shown in that 1977 film.

## Sith's revenge

With *Episode I – The Phantom Menace* [1999] and 2002's *Episode II: Attack of the Clones*, creator George Lucas has been filling in some of the background to the first movie – which he eventually retitled *Star Wars: Episode IV: A New Hope* – but it is *Episode III* that the fans have been clamouring for. Due for release on May 19, just six days shy of the saga's 27th anniversary, it promises to answer many questions that have beenposed since 1977.

The movie – subtitled *Revenge of the Sith* – is to explain how Anakin Skywalker succumbed to the dark side of the Force as well as how he become iconic movie villain Darth Vader. *Episode III* is also to reveal what happened to Senator Amidala otherwise known as Padmé Naberrie-Skywalker, Luke Skywalker and Princess Leia's mother, and why there were no Jedi knights around by the time of *A New Hope*.

But anyone who can't wait until May 19 for these and other *Star Wars* secrets to be revealed can get the answers almost seven week ahead of non-comics readers thanks to Dark Horse Comics.

The Oregon-based *Star Wars* licensee is releasing an adaptation of the long-awaited film on April 2. Its 96-page **Star Wars: Episode III – Revenge of the Sith** trade paperback is priced $12.95 and is written by newcomer Miles Lane and drawn by Doug Wheatley – whose credits include **Superman: Last Son of Earth** as well as **Star Wars: Empire**.

The story is also being made available as a $2.99 four-issue mini-series beginning in May.

## Concept artists

Also shipping on April 2 is **Star Wars: Visionaries**

A 136-pager, this $17.95 trade paperback is an anthology of short comics stories by concept artists and designers who worked on *Episode III*. The comics newcomers, who include Iain McCaig, Warren Fu and Derek Thompson, have been given free rein with their contributions to the **Star Wars** Universe.

Two weeks earlier, Dark Horse is to spotlight one of the *Episode III* additions to the *Star Wars* cast in a movie tie-in – much as it has done in the past with such then-new characters as Mace Windu, Darth Maul and Jango Fett.

*Above: Rick Leonardi and Mark Pennigton's art for the cover to the first issue of* ***Star Wars: General Grievous****, the Dark Horse six-parter spotlighting the computer-generated character – one of the major villains in the highly-anticipated* Episode III: Revenge of the Sith.

*Above: Brian Ching and Brad Anderson's cover art for the final issue of* ***Star Wars: Obsession****, the Dark Horse five-parter that sets the stage for* Episode III: Revenge of the Sith.

Written by one-time **Batman** and **Robin** scripter Chuck Dixon, its **Star Wars: General Grievous** is a $2.99 four-parter focusing on the cyborg killer, one of the main villains in the forthcoming film. Drawn by **Green Lantern/Aliens** artist Rick Leonardi and **The Path**'s Mark Pennington, the miniseries premieres on March 16, two weeks before the five-issue **Star Wars: Obsession** concludes.

## Jedi's obsession

A four-issue mini, **Obsession** provides the final comicbook link between *Episode II: Attack of the Clones* and *Episode III: Revenge of the Sith*.

Written by Haden Blackman – a regular contributor to Dark Horse's **Star Wars** titles and author of such books as **Star Wars: The New Essential Guide to Vehicles and Vessels** and **Star Wars: The New Essential Guide to Weapons and Technology**, it follows Obi-Wan Kenobi as he singlemindedly pursues his lone enemy across the galaxy while his fellow Jedi battle for the survival of their Order.

A $2.99 series, **Obsession** is drawn by Brian Ching, one of Dark Horse's regular **Star Wars** artists. It premieres on November 24,

# Rock band finds adventure at Image

TWO newcomers are to introduce a team of adventurers, who could be the 21st century descendants of DC's Challengers of the Unknown but with added rock band trappings.

Mark Smith and artist Dan Hipp's first project is a $2.95 black and white series launching through Image in December.

Speaking about the comic and its titular band with **CI**, Smith said, "The Amazing Joy Buzzards is a rock and roll adventure band of Beatles and Rolling Stones proportions that solves mysteries, fights giant robots and evil witch doctors and explores the supernatural – all with the help of their mythical Mexican Wrestler friend El Campeon, who happens to be a genie.

"**The Amazing Joy Buzzards** is part *Scooby Doo* fun, part *Speed Racer* adrenaline action and part *Confessions of a Dangerous Mind* retro feel with rock and roll thrown into the fun," the writer added.

For his part, Hipp *[pictured above]*, says there is a superteam mentality to the book although without the powers. He told **CI** that the series "sounds pretty Saturday morning cartoon simple I know, but why do they have all these enemies? Why do they end up in these adventures? These questions are posed as "exciting stuff for the reader to figure out" so Hipp's not wanting to spell it all out right away.

"I don't want to give away too much but just imagine it as the Fab Four meets the Fantastic Four. As far as the storyline goes, each issue is its own little romp, which is nice, but seeds are subtly being planted in the readers' heads which will come to fruition down the line," added Hipp.

*HAVING tackled Gen[13] for WildStorm, **Dirty Pair** creator Adam Warren is now turning his attention to a different bunch of teens, ones built for inhuman strength, speed and durability. According to the writer, the Livewires, who make their entrance in the first issue of their own Rick Mays-pencilled six-parter are "derived in part from S.H.I.E.L.D.'s Life Model Decoy (LMD) technology, they can pass for human at will, a talent that comes in handy during the infiltration and espionage elements of their missions". Shown above is Warren's cover to the $2.99 **Livewires** #1, which ships on February 16.*

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# Tex rides again

ENGLISH-language editions of one of Italy's most popular comics are few and far between and it seems that even Joe Kubert drawing one was not enough to make US publication of a **Tex** four-parter worthwhile.

In 2001, the legendary **Hawkman** artist had teamed up with the comics' regular writer Claudio Nizzi on Sergio Bonelli Editore's 240-page **Il Cavaliere Solitario**, which Dark Horse elected to produce in colour and retitled **The Four Killers** for the American market. It released the first book in the saga – a 48-page hardcover subtitled **The Lonesome Rider** – the following year but failed to produce the later chapters.

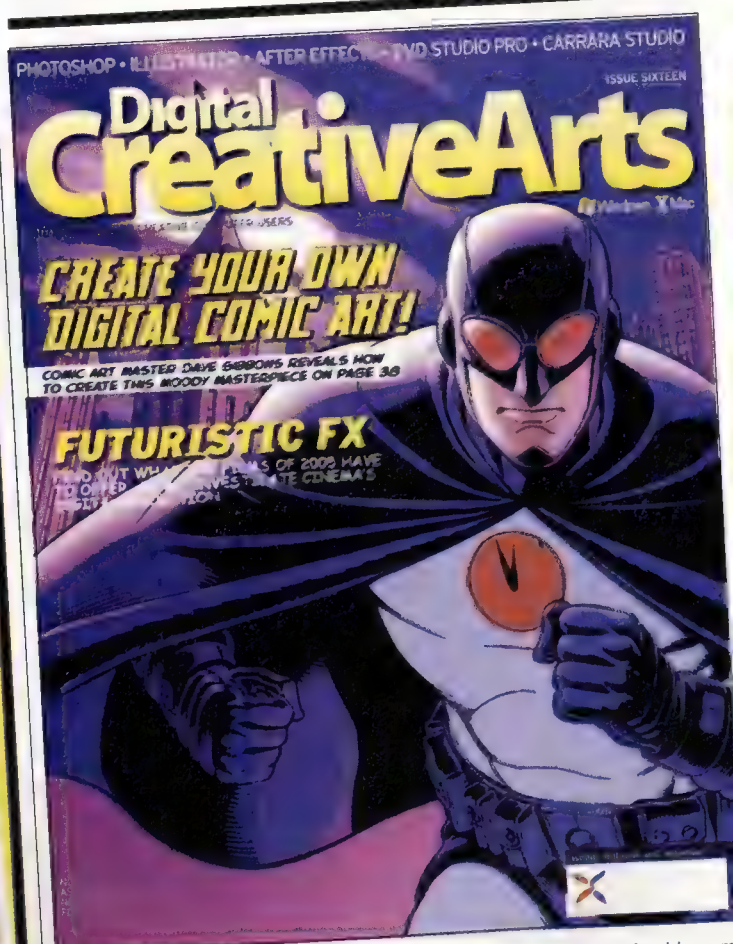
Having split from its Venture partner to publish independently, Sarajevo-based Strip Art Features, which holds the worldwide rights to Bonelli properties outside Italy, is now to publish the entire story in black and white as a single volume.

SAF Comics' **The Lone Rider**, a 240-page softcover, tell how Texas Ranger Tex Willer one by one tracks down each of the four outlaws who murdered his friends. It includes not only the previously released first episode but also the remaining chapters – *The Barrett Brothers, The Gunslinger from Richfield* and *A Handful of Dust*.

*Above: The provisional cover to SAF Comics' 240-page* ***Tex: The Lonesome Rider*** *graphic novel; art by Joe Kubert.*

● Created by Giovanni Luigi Bonelli and artist Aurelio Galleppini, the *Collana del Tex* strip made its debut in L'Audace's **Serie d'Oro Audace** in 1948. Still hugely popular today, **Tex** is often likened to a comicbook version of a spaghetti western.

***Tex: The Lonesome Rider****, priced $15.95, ships in February.*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COMIC ART MASTER DAVE GIBBONS REVEALS HOW TO CREATE THIS MOODY MASTERPIECE ON PAGE 38
FUTURISTIC FX

*DAVE Gibbons is following the recent release of* ***The Originals****, his sem autobiographical DC graphic novel, by revealing some of his computer art technique in Highbury Entertainment's* ***Digital Creative Arts*** *#16. The £5.99 magazine includ a seven page step-by-step tutorial in which the St Albans-based artist explains ho he created the art for the issue's cover [above] using Adobe's Photoshop ima manipulation software. On sale 13 January, the tutorial features tips on shading, lo design, anatomy, mood creation, colouring, working with text and cover design amo many others. Highbury managing editor Dan Slingsby told* ***CI****, "It gives a real insi into the way Gibbons works and how comic art is produced in the digital age".*

# Speakeasy opens

*DreamWave's former chief executive officer kick starts his new publishing company with 12-issue alternate world story of Communism and religion*

THE MAN who claims responsibility for DreamWave Productions, Devil's Due Publishing, UDON Comics and others breaking away from Image is launching his own line of comics.

DreamWave's former chief executive officer, Adam Fortier is setting up Speakeasy Comics to publish his own work and that of other creators. "I've been developing my own comic books and wanted to place them all under one umbrella. In getting closer to being ready to publish, I realised that not only do I need an umbrella but a lot of existing creators and projects could benefit from a fresh face."

## Atomika redux

Speakeasy's first title is **Atomika**, a historical saga of the State versus the people's god set in an alternate world version of post-Revolution Russia.

A 12-parter, the series premieres in March. It is created and pencilled by Alex Ross's business manager, Sal Abbinanti, who initially planned to publish the title himself under the Mercury Comics label.

**Atomika** is written by Andrew (**Ghostbusters**) Dabb with the singularly-named **Vampirella** inker, Buzz, completing the title's creative team.

Also lined up for a March debut is **Hero** by Yoshitaka Amano, one of the original concept artists on the ***Final Fantasy*** series of computer games. A 96-page one-shot featuring full-page illustrations and accompanying text, it is the Japanese illustrator's third American project after 1999's **Sandman: The Dream Hunters** for DC/Vertigo and Marvel's **Elektra & Wolverine: The Redeemer** [2002].

Discussing the project, Amano said, "**Hero** is the first project I initiated from ground zero. I created the basic concept and started working on it not because I was asked by somebody but because I just wanted to do it."

*Above: Glenn Fabry's art for the cover to the second issue of **Atomika**, Speakeasy Comics' maiden title. Top: A **Grimoire** cover; art by Dijef; Speakeasy has yet to reveal any details on the series by the newcomer, another addition to the list of cryptically-named artists.*

## Search for love

"It is a story of a journey beyond time and space, searching for one's love and soul. I've been working on it for over three years now and been having a great time. I hope the readers will enjoy it as much as I'm enjoying making it," he added.

Further in Speakeasy's future is a title created by a comics journalist for Marvel's aborted Epic line that went on to appear earlier this year as an Image five-parter.

Writer Michael San Giacomo's **Phantom Jack** is to reappear as a trade paperback reprinting the Image mini together with a new 23-page prequel. A 180-pager, the as-yet unscheduled compilation – which is being described as a 'Director's Cut' – also includes 20 pages of new text and art.

"My idea was to take the simplest, most overlooked ability in comics and show how powerful it could be in the real world," said San Giacomo about **Phantom Jack**, which focuses on a newspaper reporter who can become invisible.

*A SELECTION of 1950s science fiction strips by the artist who co-created Spider-Man is being collected in a 160-page hardcover. Published by Vanguard Productions, the $34.95 **Space Wars** [cover above] features* Way Out Man, Planet 23, Blue Men of Bantro *and other stories the reclusive artist Steve Ditko drew for such Charlton titles as **Mysteries of Unexplored Worlds**, **Space Adventures** and **Strange Suspense Stories**. Unlikely as it seems, the black and white compilation is scheduled to ship on Christmas Day.*

# Majestic returns to WildStorm

AFTER a brief excursion to the DC Universe, WildStorm's version of Superman is returning to his home dimension thanks to the British writing duo that sent the Kherubim exile on his profile-raising trip.

Fresh off the four-parter in which they spotlighted Lord Majestros of Khera's attempts to integrate into the Superman Family, Dan Abnett and Andy Lanning aka DnA are set to launch the hero better-known as Majestic into what will be his second shot at an ongoing series of his own.

Having made his first appearance in Image's **WildC.A.Ts: Covert Action Teams** #11 in 1994, Majestic graduated to his own title in 1999 but **Mr Majestic** lasted only nine issues. Now having thrust him across the dimensional barrier separating the two comicbook continuities in the first part of their *Strange New Visitor* four-parter that began in **Action Comics** #811 and spotlighting him in the recent **Majestic** mini, DnA are taking him back to the WildStorm Universe in the first issue of a **Majestic** monthly.

Joining the writers on the new series is another Brit, Neil Googe – the artist responsible for Com.X's now-aborted **Bazooka Jules**. Completing the team is former **Authority** inker Trevor Scott.

*Above: Ed McGuinness and Dexter Vines' art for the cover to the second issue of WildStorm's ongoing **Majestic** series.*

Continuing to strengthen the ties between the Kherubim hero and Superman, **Majestic** kicks off with a storyline which not only features DC's Man of Steel but also one of his most deadly enemies cross over into the WildStorm Universe.

But Majestic has even more than the Eradicator to contend with – he also has to sort out what on Earth has been happening in the world while he has been gone.

***Majestic* #1, priced $2.95, ships on January 12.**

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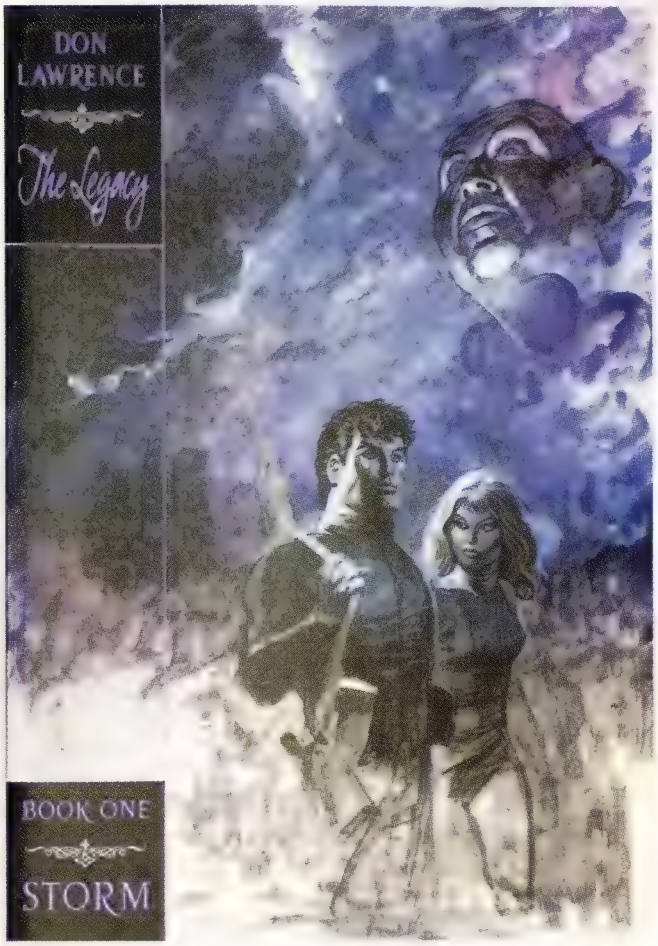


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*THE LATEST addition to the TwoMorrows line of 8½x11" books spotlighting individual comics creators is devoted to a man probably best-known for his work on* ***Iron Man*** *in the late 1960s/early 1970s,* ***The Art of George Tuska*** *looks at the life of the artist who began drawing comics in 1939. A black and white softcover, it concentrates on Tuska's professional career covering his time with such now-defunct publishers as Fawcett, Lev Gleason and Fox Features as well as his Marvel and DC output. Packed with interviews and anecdotes, the profusely-illustrated 128-pager – which will be available in the UK through Quality – ships on February 16, priced $14.95/£9.95.*

# Damn Nation for USA

*Above: J Alexander's cover art for the first issue of Dark Horse's* ***Damn Nation*** *three-parter.*

THE PRODUCER of the long-in-development movie based on Matt Wagner's **Mage** is making his comicbook debut writing a Dark Horse three-parter that has a nightmarish vision of a post-apocalyptic America as its backdrop.

Responding to **CI**'s request for a high concept pitch for his **Damn Nation**, Andrew Cosby stated, "I think the best I can give you is: *Aliens* with vampires. Is that short enough? Wait... how 'bout *Escape from New York* meets **I am Legend**? Or maybe *28 Nights Later*. Hey, this is fun. Let's try *Three Men and a Baby... Vampire*. That last one might be reaching."

Getting serious, he said the series – which is drawn by **Queen & Country**'s J Alexander – "establishes the United States as a quarantined nation – an apocalyptic landscape ravaged by a supernatural plague that's wiped out most of the population. Some were evacuated, others killed but many were transformed into feral, bloodthirsty creatures of the night.

"This is a world where sunset is no longer a thing of beauty but rather a harbinger of death. But that's only the setting," Cosby continued. "Against the backdrop of this 'vampire apocalypse', we will explore the true nature of evil – not merely as an external force of chaos and destruction – but as an internal struggle to overcome our darker nature. That's really what this story is about. It's about one man's struggle to redeem himself for the sins of his past, committed in the name of God and country."

***Damn Nation*** *#1, priced $2.99, ships on February 9.*

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*TWO VERY different heroines are to get their own title in February. First up is a female Tarzan created for Marvel in 1972 as the latest in a lineage that includes Sheena, Queen of the Jungle and Nyoka the Jungle Girl. Priced $3.50, the four-issue* ***Shanna the She-Devil*** *is by Frank Cho* [first issue cover art above]. *It premieres on February 2. Following two weeks later is a green-skinned female, who could be considered the Image equivalent of Marvel's She-Hulk.* ***She-Dragon****, creator Erik Larsen's spin-off from his own* ***Savage Dragon****, is a 48-page one-shot drawn by the singularly-named Franchesco* [cover art below]. *The $5.95 special ships on February 16.*

# Dragon prince hunted

WRITER Ron Marz is to continue the Oriental theme that ran through his CrossGen series, **The Path** and through **Samurai: Heaven & Earth** – his recently-launched Dark Horse five-parter.

Another five-issue Dark Horse series, **Dragon Prince** is drawn by **The Way of the Rat**'s Jeff Johnson. It is the story of Aaron, a 14-year-old misfit who lives on the edge of San Francisco's Chinatown with his mother. He learns why he's never fitted in when he discovers he is the Dragon Prince, heir to the bloodline of all dragons.

The last hope for dragonkind's survival, he sets off to find his father. But a secret cabal of wizards has also learned of Aaron's existence. Determined to hunt dragons to extinction, they set their merciless Dragon Hunters on his trail.

***Dragon Prince*** *#1, priced $2.99, ships on February 16.*

The dragon turned to behold the warriors in service to the Magi cresting the hill, carried upon the backs of their swift, seemingly tireless steeds.

*Above: A Jeff Johnson story frame from Dark Horse's* ***Dragon Prince****.*

# Grimjack returns

AFTER its 13 years in legal limbo, IDW is resurrecting a title created by John Ostrander and artist Tim Truman for First Comics in 1983.

Along with Howard Chaykin's acclaimed **American Flagg!** and **Jon Sable, Freelance** by Mike Grell, **Grimjack** was one of the most popular comics published by the Chicago-based early indie comics company.

The property, locked in legal limbo since its publisher's 1991 demise, has finally been reclaimed by its creators. Through an IDW six-parter subtitled **Killer Instinct**, they will reintroduce their dimension-hopping bounty hunter-cum-mercenary – who, as John Gaunt, owns Munden's Bar in Cynosure, the city where all realities meet.

Speaking about the project, Ostrander said, "**Killer Instinct** is something of a prequel in that the events in this miniseries happen before the stories that were chronicled for the most part. It will be familiar to long time readers but there are also some twists here as well that will surprise them."

## *Grimjack prequel*

"This story is set before Gaunt becomes that sort of P.I. persona, before he has the street rep that he relies on so well," added the writer, who insists his and Truman's goal is also to make the series completely accessible to newcomers as well as interesting to longtime fans. "We tell you things you didn't know about the city before so old time readers will discover it at the same time as first time readers. Gaunt has a tight circle of friends but that wasn't always the case; relationships change over the years. One character in particular who old time readers know as a close friend of Grimjack just plain isn't at the time of this story."

Concurrent with the premiere of the mini is the launch of **The Legend of Grimjack**, a quarterly title intended to collect all 81 issues of the First series.

Available as both a trade paperback and as a $50 limited edition hardcover, the series kicks off with a 128-pager reprinting the *Grimjack* backup strips from **Starslayer** #10-18. Also included is a new eight-page story by Ostrander and Truman and the full-length #19, a crossover with Grell's eponymous space-farer – which preceded the launch of Ostrander and Truman's antihero into his own title in 1981.

***Grimjack: Killer Instinct*** *#1, priced $3.99, and* ***The Legend of Grimjack*** *Volume One, priced $19.99, ship in January.*

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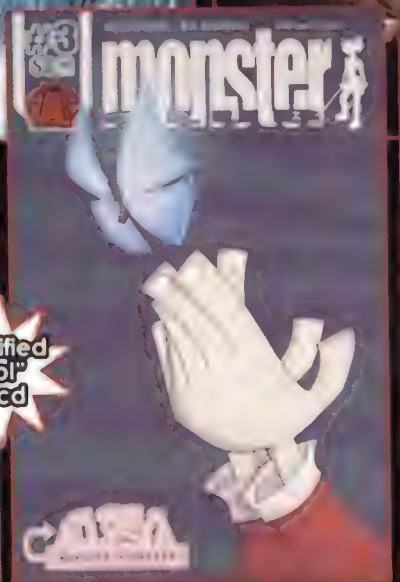

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# Smoke rises at IDW

*Above and below: Interior pages from **Smoke**; art by Igor Kordey. The series, an IDW three-parter, consists of three 48-page issues.*

"*BLADE Runner* meets *The Third Man*" is how a British newcomer sums up her first miniseries.

Alex de Campi, who says she has always been drawn to spy thrillers, told **CI**, "**Smoke** is the story of a black ops soldier, Rupert Cain, searching for the truth behind his commanding officer's murder.

"Along the way, he uncovers a chain of lies and manipulation that reaches deep down into his own past and all the way up to the most powerful people in the country," she continued. "**Smoke** is a violent, blackly comic thriller about how wanting to do the right thing can make everything go wrong…"

## So few women

An IDW five-parter, **Smoke** is being drawn by **X-treme X-Men**'s Igor Kordey, who told **CI** he was initially attracted to the project by its being written by a woman. "There are so few of them out there, working as artists or writers in the comic industry. And even fewer are really strong in what they doing. I mean, percentage of quality is not the same as with males – guys approximately do more garbage – but, as I said , ladies are outnumbered a great deal. So, I thought, what the heck, let's check this script, maybe it's not so bad. I was always into advocating weaker and depraved, it's in my nature.

"But," he exclaimed, "what a surprise. I ran into a strong, witty, humorous, violent, literally superior read. And said 'Yessss... this has real potential.'"

Offering his take on the story, Croatian artist Kordey added, "It's about what regular Joes can do about themselves and about society, when that same society is crumbling and there is no known solution.

"There are layers upon layers over this basic story, from hard boiled action to political cloak and dagger games, to romance, to heavy satire, to science fiction. Everything," explained the artist. "We both love bending genres and having fun. I had a lot of problems before with some of my own projects, which dragged around for years from editor to editor, just because they were genre benders. But finally, I'm doing it. I've run into a person who thinks the same as I do and together we are stronger."

## TV Avengers

"The original draft of **Smoke** was very much more in an *Avengers* – Mr Steed and Mrs Peel, not the Marvel characters – mode than now," said de Campi explaining how the series – which premieres in May – evolved. "When Igor came on board to draw it, the book became a lot darker and more complex. I had spent a lot of time living in the Far East and in Latin America during a variety of economic crises and with the current tension between America and the Middle East, I felt like writing about some of the things I had seen and lived through: currency crashes; government-sponsored corruption; terrorism; and stock market manipulation on a grand scale…"

# Peter David back on Incredible Hulk

*Above: The Incredible Hulk as depicted by Lee Weeks, who is pencilling Peter David's six-issue reunion with the character.*

THE WRITER most closely associated with the Hulk is being reunited with Marvel's green-skinned Goliath on the regular monthly title.

Peter David is writing **Incredible Hulk** once more. Initially he is only on board for the six-issue *Tempest Fugit* although the door is, it seems, open for him to once again become the comic's regular writer, healing a wound that dates back to 1998. That was when he was unceremoniously dropped from the series by Marvel despite his popularity and the acclaim garnered by his over 11-year run on the title.

According to David, *Tempest Fugit* resulted from Marvel's attempts to develop an **Ultimate Hulk** comic. Once that project was abandoned, it was suggested the writer's proposal be published as a Marvel Universe miniseries and that evolved into six issues of the regular $2.99 series, beginning on January 5 with #77.

"For me, returning to the Hulk is like visiting with an old friend," stated David. "I like visiting with old friends, particularly when both of us have become very different people and there's that sense of rediscovery. And if having my name on high profile stuff reminds people that there are books like **Fallen Angel** out there [which he also writes], so much the better."

Asked about the plot, the writer responded "We're sourcing Shakespeare. In *Tempest Fugit* the Hulk is washed up on an island populated entirely by monsters, including several drawn from his own past. He fights to protect two helpless castaways there while trying to figure out who's behind it all.

He concluded, "If riffing **The Tempest** was good enough for *Forbidden Planet*, it's good enough for Marvel."

1905
RUSSIA
THE FIRST PUBLICATION
THAT IS PROFESSOR NILUS!
HE'S GOT A REPUTATION AS A MYSTIC! HE'S OFTEN INVITED TO COURT. HE CONDUCTS SEANCES!

*ABOVE: The opening page from **The Plot**. Will Eisner's current work-in-progress, the graphic novel is* The Spirit *creator's attempt to "unravel the twisted threads behind the Russian anti-Semitic forgery that has come to be known as **The Protocols of the Elders of Zion**." First circulated by a member of the Czar's secret police in 1903, the document purports to provide proof that Masons and Jews were collaborating on a scheme for world domination. According to Eisner, the black and white **Plot**, which is to be published by W W Norton in 2005, will run to approximately 100 pages.*

Thanks to publishers Omnibus Press, five lucky readers will win copies of both of its 96 page graphic novels by Barnaby Legg, Jim McCarthy and artist Flameboy.

**Godspeed: The Kurt Cobain Graphic** combines biographical fact with a hint of fiction and chronicles everything from Cobain's childhood and **Nirvana**'s rise to fame to the tortured frontman's suicide in 1994.

**Eminem: In My Skin** moves from the Government housing slums in Detroit to the bling-bling penthouses of the Hip-Hop monarchy, documenting the life of Marshall Mathers: angry, vivid and shockingly honest. By combining the stories, characters and rantings on his albums with biographical events, the authors draw on the self-created characters that exist in Eminem's music to create a story as profound and profane as the man himself.

To enter,simply choose the correct answer to the following question:

**What 2000 AD strip did co-author Jim McCarthy also draw?**

*a) Sam Spade*
*b) Rouge Trooper*
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*PLUS... which of the above is your LEAST favourite, the one you skipped reading, the one you wish we'd replace with a new contender for the top spot:*

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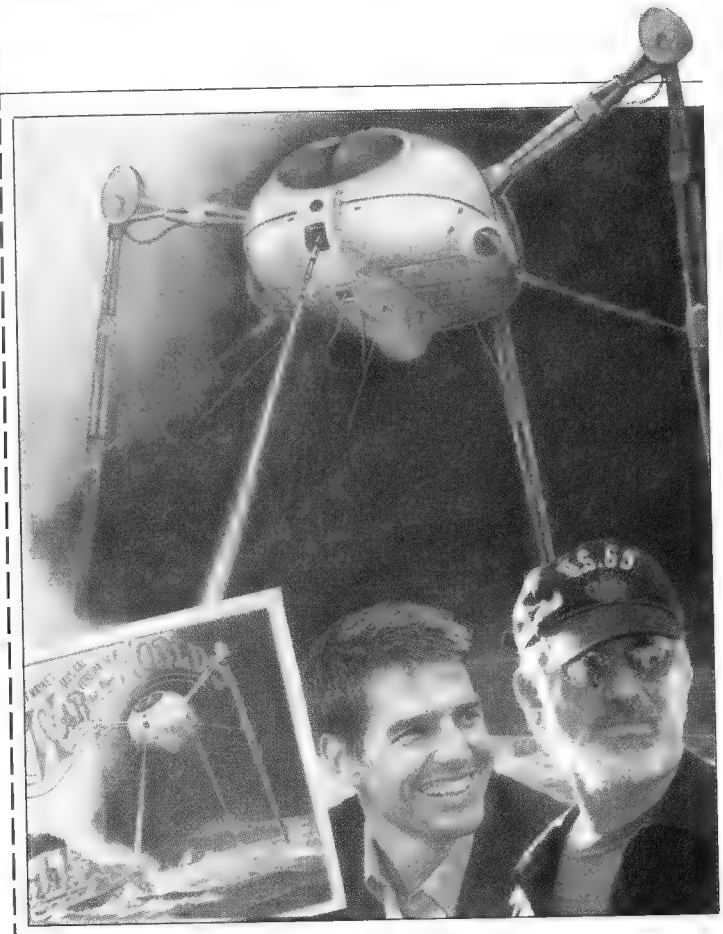


# Nash spreads out

STRIKER 3D Plc, publishers of weekly football comic **Striker**, have won exclusive worldwide comic and graphic novel rights to **The War of the Worlds** – the classic novel by H.G. Wells which is being made into a £400 million movie by Steven Spielberg.

The deal comes four months after the comic's readers invested nearly nearly £200,000 in the cash-starved company to save it from going bust. **Striker**'s creator and publisher Pete Nash launched the magazine 16 months ago with the £300,000 equity in his house after ending the football strip's 18-year run in **The Sun**.

After cutting costs, the company is now operating at breakeven on 15,000 sales a week. It hopes to eventually achieve sales of 40,000 with further investment to boost page count and fund an advertising campaign.

The **War of the Worlds** deal was signed after two months of negotiations with New York-born musician Jeff Wayne, who composed *The War Of the Worlds* album in 1978 and who bought much of the intellectual property rights from the H.G. Wells estate. Striker 3D will publish the first in a series of monthly comics based on the original novel set in Victorian Britain in May next year, one month before the Spielberg movie, which will star Tom Cruise in the lead role.

Nash added: "This is a phenomenal opportunity for us. Having worldwide rights allows us to license the comic to other publishers around the world. Dark Horse in the US have been given a first option. We still need further investment to exploit our full potential but the **War of the Worlds** contract will make it easier to attract backers."

Jeff Wayne said: "I was hugely impressed when Pete showed me **Striker**. It is created with state-of-the-art 3D software and I knew that was the way to go with **The War of the Worlds** comics. I'm very excited by this venture and look forward to seeing the finished product."

The comics will also tie in with next year's relaunch by Sony of Jeff Wayne's updated version of his album plus his planned worldwide musical stage tour.

# Silver Acre's record buy?

IN WHAT was probably a record sum for a UK comics dealer, 100 comics were purchased by Chester-based Silver Acre Comics from a London collector on Sunday, 5th December for £100,000. The owner had been collecting since 1990 and particularly in the last three years had been purchasing multiple high calibre CGC graded slabbed copies for investment, including two copies of **Amazing Spider-Man** #1 in 9.2 NM-.

The collection was primarily made up of high grade key issues in multiples, including seven top copies of **Hulk** 181 (three in 9.2 and four in 9.4) and were only released to finance a building project.

Silver Acre's Darryl Jones said, "We started negotiating the purchase of the collection in May of this year. There were three dealers interested, myself and two Americans. But the negotiating broke down in July as all three parties felt that the collector wanted too much.

"I contacted him again in November," Jones continued, "in a last ditch attempt to either sell some of the bigger books on commission for him or purchase the whole collection. Initially I was given three books to sell on commission for £45,000 but then managed to agree a buying price for all of them."

Jones believes this to be the largest amount ever paid by a UK dealer for a comic collection.

# Lark flies to Marvel

DC'S **GOTHAM Central** artist is just one of seven creators Marvel has signed to exclusives in a sudden flurry of contracts.

Michael Lark has worked constantly for DC since illustrating 1996's Vertigo mini, **Terminal City**. The artist, whose other DC credits include **Scene of the Crime**, **Superman: War of the Worlds**, **Legend of the Hawkman** and **Batman: Nine Lives**, is to join his **Gotham Central** collaborator Ed Brubaker on **Captain America** and then on a mini-series "focusing on the background of one of Marvel's most notorious villains."

Lark has signed with Marvel for two years as has DC's former **Outsiders** illustrator Tom Raney.

The one-time **Thor** artist, whose other Marvel work includes **Mutant X** and **Warlock and the Infinity Watch** as well as **StormWatch** for WildStorm, Raney is shortly to join writer Chris Claremont for a run on **Uncanny X-Men**.

The other five signings are all current Marvel freelancers. They include Michael Ryan – penciller of **New X-Men – Academy X** *[art below]* – colourist Frank D'Armata, working on **Ultimate Nightmare** and **New Avengers**, and **Excalibur**'s Aaron Lopresti. A refugee from CrossGen where he drew **Mystic**, Lopresti has **Amazing Spider-Man**, **Uncanny X-Men** and **Gen[13] Bootleg** among his credits.

All three have signed on for three years as has **Amazing Fantasy**'s Mark Brooks. The artist – whose credits also include **Marvel Age Spider-Man** and **Cable and Deadpool** – is currently pencilling **Amazing Spider-Man** #-515-518 in tandem with Mike Deodato before getting involved in Marvel's new *Age of Apocalypse* event, which begins in March.

Completing the septet is another CrossGen refugee with a three-year contract. Former **Meridian** staffer Morry Howell is now colouring **Marvel Knights 4**.

*Above: Mark Brooks' cover art for* ***The Age of Apocalypse Handbook****. Celebrating the 10th anniversary of the* Age of Apocalypse*, this March-shipping one-shot reveals how the alternate world created during that 1995 event survived, John Dokes – Marvel's director of marketing – told* ***CI****.*

# Brave and Bold writer dies

BOB HANEY died on November 25 of complications from a stroke at a hospital in El Cajon, CA. He was 78.

One of DC's mainstay writers during the Silver Age, Haney began writing comics in 1948 after receiving an MA from New York's Columbia University. Between 1948 and 1955 he wrote mainly crime and war stories for such publishers as Fawcett, Fox, Harvey, Hillman, Quality, Ziff-Davis, Dell and St John.

In 1956, he began working for DC, where he wrote numerous stories for **All-American Men of War**, **Star Spangled War Stories** and **Tomahawk** as well as the Batman team-ups in **The Brave and the Bold**.

Haney, the co-creator of Eclipso, Metamorpho and the original Teen Titans, also wrote **Blackhawk** and stories featuring Green Arrow, the Unknown Soldier, and many others. Alongside Robert Kanigher, he also contributed some of the earliest Sgt Rock scripts to **Our Army At War**.

Haney retired to Baja, Mexico in the mid-1980s. A final DC project, **The Teen Titans Swingin' Elseworlds Special**, was removed from the schedule in 2003 and remains unpublished.

● Harry Lampert died on November 13 following a cerebral haemorrhage. He was 88.

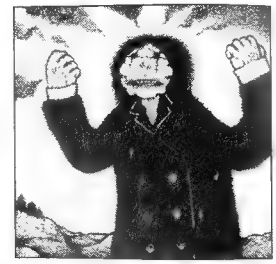
The artist, who went on to a successful career as a gag cartoonist, is best-known to comics historians for drawing the first five appearances of the Golden Age Flash.

# New UK publisher looks to Europe

AN album rated as one of the two best European graphic novels of 2001 by **The Comics Journal** is to be the maiden title from Typocrat Press, a London-based publisher "specialising in putting out the best contemporary European comics and graphic novels in high quality English editions.

"We will be publishing around three or four books a year by the best European artists as well as a regular anthology series featuring a host of outstanding talents from across the Continent," stated Typocrat publisher Nadia Katz-Wise.

Typocrat's first title is French-Swiss artist Alex Baladi's black and white **Frankenstein Now and Forever**. Originally published by Atrabile, the 96-pager centres on a discussion of the **Frankenstein** novel by two young girls, who come to realise they have more in common with the monster than they could possibly have imagined.



*Above: A frame from Alex Baladi's 96-page* ***Frankenstein Now and Forever****.*

***Frankenstein Now and Forever****, priced £12.95/$19.95, ships in February.*

# Irwin Donenfeld 1926-2004

IRWIN Donenfeld died of heart failure on November 30 at Norwalk Hospital in Connecticut. He was aged 78.

Born on March 1, 1926 in the Bronx, New York, he was the son of Harry Donenfeld, one of the founders of the publishing company that would become DC Comics.

The younger Donenfeld, who went on to become DC's executive vice president and editorial director, joined DC – then Detective Comics – in 1948, shortly after the company merged with All American Comics, its sister publisher.

It was Donenfeld, who was involved in both the business and editorial aspects of the publisher's operation, who led DC into more diverse genres – starting with westerns and later expanding into romance, crime, war, mystery and science fiction – as the popularity of superheroes waned in the late 1940s.

Donenfeld served as DC's editorial director from 1952 to 1957, overseeing the company's publishing at the start of the Silver Age of comics. From 1958 to 1967, he was executive vice president and business manager.

Shortly after DC was purchased by Kinney National Services in 1967, Donenfeld retired to Westport, Connecticut, where he became involved in maritime business.

He is survived by his wife, Carole; his sister, Peachy Mondschein; his children, Amy, Ben, Harry and Luke Donenfeld and Mimi Foss, as well as three grandchildren and one great-grandchild.

# CI #178 competition winners

IN **CI** #178, 10 readers were each offered the opportunity to each win a copy of Dorling Kindersley's **DC Comics Encyclopedia**. The winners were:

**Michael Iliott, Cheltenham**
**Kieron Irwin, Sharston**
**David Jackson, Highgate**
**Terry Khawaja, London**
**James Lovegrove, Langtree**
**Mark Paxton, Stockport**
**Mark Perkins, Sheffield**
**Mohammed Rahman, London**
**Jonathan Seaby, Brierley Hill**
**Alex Watton, Halesowen**

Reader votes scored the 10 most popular sections of the issue as:

1 News International (20.7%)
2 Reviews (11.9%)
3 Advance Listings (7.5%)
4 News Roundup (7.3%)
5 Q&A (6.9%)
6 Frame to Frame (6.2%)
7 The Incredibles feature (5.4%)
8 Letters/Comic Cuts (4.9%)
9 Sez Dez (4.5%)
10 Biff's Illuminations (4.4%)

The highest scoring section as the least popular feature was "None, they're all fine" – encouraging as alays at 25.0%, with *Novel Graphics* and *Talking Shop* joint second at 13.6% then *Comics Economics* at 11.3%.

## Book Report

ST MARTIN'S Press is adding a comics title to its line of **Year's Best...** anthologies.

Produced by Byron Preiss Visual Productions, **The Year's Best Graphic Novels, Comics and Manga** is in the tradition of **The Year's Best Science Fiction**, and **The Year's Best Fantasy and Horror**.

To be published next summer, it will present a collection of the best comics and manga published between June 2003 and December 2004 with material ranging from small indie publishers to the majors.

THE TENTATIVELY-titled **Eisner/Miller** is a 350-page softcover featuring a record of a lengthy conversation-cum-interview between *The Spirit*'s Will Eisner – who many consider the father of the graphic novel – and Frank Miller, who created the ground-breaking **Batman: The Dark Knight Returns**.

Its release timed to coincide with the release of the movie based on Miller's **Sin City** comics, the 6x9" softcover is heavily illustrated in black and white with art and photos.

The book, in which the two creators discuss at length and in depth the myriad aspects of creating comics, ships on April 27, priced $19.95.

**MEN OF Tomorrow: Geeks, Gangsters, and the Birth of the Comic Book** is the latest work from the author of the just-as-lengthily-titled **Killing Monsters: Why Children Need Fantasy, Super Heroes, and Make-Believe Violence**.

In his new $26 hardcover, Gerard Jones examines early comicbook industry politics, in particular how it affected Superman co-creators Jerry Siegel and Joe Shuster.

The author, who includes **Green Lantern** and **Justice League Europe** among his comicbook credits, also tackles comics censorship of the 1950s and looks at how the superhero has evolved from the early days up to the present.

Published by Basic Books, **Men of Tomorrow** is available now.

ANOTHER long-winded title is **The Superhero Book: The Ultimate Encyclopedia of Comic-Book Icons and Hollywood Heroes**.

Published by Visible Ink and also available now, the 748-page softcover, which includes 150 illustrations, is priced $29.95. A 7¼x9¼" volume, it is written by Gina Misiroglu – author of **The Handy Politics Answer Book** – with Welsh **2000 AD** artist and comics historian David Roach.

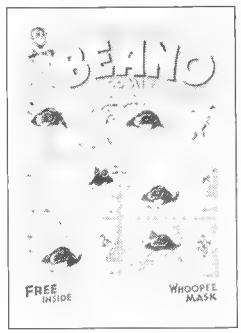
# ... news round up... news round up... news round up... news round

## Eisner on anatomy

THE CREATOR of *The Spirit* is in the initial stages of developing a project detailing how to render anatomy.

"The anatomy book is in the dummy stage and I'm still stirring the pot so I hesitate to be more detailed," explained Will Eisner. "I can say that the reason for my doing this is that none of the classic artist anatomy books that I know of cover the specific practice of narrative art."

## The Beano #1 at number three




WHILE it failed to beat the record prices fetched at the earlier auctions of two copies of the first issue of its stable mate, **The Dandy**, a copy of **The Beano** #1 went for £7,7000 when offered recently through London-based Comicbook Postal Auctions.

The price fetched by the 1938 issue, which had a faded cover, is the third highest paid for a British comic.

Also offered in COMPal's November auction was a professionally restored copy of the first [1939] **Beano Book**, which went for £1,634.

## Zombie Jamboree

**GOTHAM Girls**' Paul Storrie is one of three writers contributing tales of the walking dead to the latest **Moonstone Monsters** one-shot.

Aptly subtitled **Zombie**, the $2.95 black and white special – which also includes stories authored by Fred VanLente and C J Henderson – ships in March. It features artistic contributions from Steve Ellis, Scott LeMien, Walter Figueroa and Bill Williams.

## Sacco, Bosnia and Gaza

ONE OF the few comics creators using the medium for journalism has two books in the pipeline for 2005

Joe Sacco has the Drawn & Quarterly book collection, *War's End: Profiles From Bosnia 1995-96* scheduled for the spring and an as-yet untitled new graphic novel about a Palestinian refugee camp in Gaza coming from Metropolitan Books later in the year.

Speaking about his use of comics, the Maltese writer/artist said, "People and other journalists take me seriously No one's bothered that I do comics. In fact, it helps me. When I travel and show people my books, there is no language barrier."

## End of Enginehead in sight

THE FINAL issue of Joe Casey and Ted McKeever's **Enginehead** – which began life as an eight-parter – is back on the schedule.

Originally set to ship on September 1, the $2.50 #6 is now due to hit the shops on December 15.

## Tale of one bad witch

A BIMONTHLY Image series is to chronicle the life of what her creator a contributor to Dark Horse's **Stripsearch** anthology – calls "the most ruthless and powerful witch in history" as she grows from an innocent child to a creature capable of unspeakable cruelty.

**Mora** is a $2.95 title that debuts on February 2. It is written and drawn by relative newcomer Paul Harmon, who said, "Roald Dahl, Lewis Carroll... these guys created these highly imaginative worlds that we wish we could be a part of, regardless of the dangers in those stories," says Harmon. "Well, **Mora** will be like that, except the dangers in this story are significantly greater."

## Punisher star's alien invasion

*THE PUNISHER*'S Thomas Jane is moving from starring in a comicbook movie to creating a comicbook property of his own.

Lined up to premiere from IDW next summer, **Bad Planet** is a 12-parter the actor is co-writing with **30 Days of Nights**' Steve Niles. A science fiction story about an alien invasion and its consequences, it is the first professional assignment for Australian artist Chris Bolton.

Jane said the story springboards from two pieces of a meteor hitting Earth. "One lands in Africa, while the other lands in Washington DC. Inside the meteor is a freighter-like craft filled with thousands of predatory alien creatures. Once exposed to Earth's environment, most of the creatures die but there's one kind that doesn't spider like beings about the size of a large dog that are certainly not man's best friend. The creatures thrive and set up camp, dig their mud pits, begin breeding and start eating everything in sight. Oh, and so far nothing hurts them."

## Teenagers from Mars make comeback

THE FIRST title from writer Rick Spears' Gigantic Graphic Novels is a 272-page black and white trade paperback reprinting the cult miniseries he created with artist Rick G *[pictured left]* and published under its own Teenagers from Mars label.

The $19.95 **Teenagers from Mars** ships in February. Describing the eight-parter, which debuted in 2002, Spears *[far left]* said, "It's about kids. It's about comics. It's about falling in love. It's about smashing shit up. It's the story I got tired of waiting for so I just wrote it myself."

## My Faith in Frankie team's second

PENCILLER Sonny Liew, whose self-published **Malinky Robot** could soon be moving to Slave Labor Graphics, is reuniting with writer Mike Carey and inker Marc Hempel for **The Regifter**.

No details have been announced on this currently unscheduled project, the **My Faith in Frankie** team's second for Vertigo.

## IDW returns to Silent Hill

SCOTT Ciencin is to write his third IDW spin-off from Konami's horror-themed and immensely-popular *Silent Hill* video game.

Subtitled **Paint it Black**, the $7.49 one-shot is illustrated by Shaun Thomas, the artist responsible for **Among the Damned**, Ciencin's second **Silent Hill** outing. A 48-pager, the comic ships in February.

"The ***Silent Hill*** universe continues to be an endless source of inspiration for us here at IDW," proclaimed editor Kris Oprisko. "With **Paint it Black**, Scott and Shaun are presenting what may be the most chilling glimpse yet inside the evil that abides there."

## Black and white return for Freak Show

A 1982 horror serial Bruce (**Incredible Hulk**) Jones and **Swamp Thing** co-creator/artist Bernie Wrightson produced for **Heavy Metal** is being reprinted by Image.

*Freak Show* is being reissued in a black and white hardcover volume on February 2, priced $12.95. A signed and numbered edition limited to 200 copies is also available, for a further $12.

Originally in colour, the serial was collected previously by Southaven Publications in 1997, also in black and white

## Simone extends DC stay

**BIRDS of Prey** writer Gail Simone – whose forthcoming work includes a José Luis García-López and Klaus Janson-illustrated serial for **JLA: Classified** – has extended her exclusive DC contract by two years.

## Pirates and vampires

THE FORMER **Avengers** penciller/inker team of Kieron Dwyer and Rick Remender is reuniting for an ongoing Image series that mixes high seas adventure and horror.

Set to launch from Image Comics in March, **Red Seas** is a story of piracy and vampires that the pair have co-plotted. With Remender scripting and Dwyer on breakdowns, the creative team is completed by Salgood Sam (aka Max Douglas), who provides art finishes and colour washes. Sam, a contributor to DC's **Big Book of...** series, also drew Beckett's **Terminator 3: Before the Rise**

# up... news round up... news round up... news round up... news

"The back-story takes place in the year 1533, when a ship is sunk under mysterious circumstances deep in the night," Remender explained. "Marco Esperanza *[pictured left]*, a 23-year-old seaman and the sole survivor of the vessel, is left adrift with only a plank of wood to keep him afloat. His prayers are seemingly answered when he is brought aboard a strange ship but Marco is quickly horrified when he learns he is on the dreaded pirate ship, The Black Galleon. Marco discovers there is more to these evil men than mere piracy; these men are damned, these men are vampires and Marco is forced to join them

"But wait, that's not all," added Dwyer. "The story is no mere pirate story nor just another vampire tale. There's a modern twist to the whole thing, which will surprise many readers. In fact, we plan for there to be many twists and turns throughout the series. Our goal is to keep folks guessing, like a good Coen Brothers film. Just when you think you know where we're heading, we'll take a left turn and go somewhere else."

## Monolith's end delayed

THE PREVIOUSLY announced delay in shipping **The Monolith** #10 has had the anticipated knock on affect on the final two issues of the series DC is to axe with #12.

Originally scheduled for December 1, #11 has now been delayed until December 29 while #12 has been pushed back from January 12 to January 26. Both $2.95 issues are by title's creators – writers Jimmy Palmiotti and Justin Gray and artist Phil Winslade.

## CrossGen collapse impacts on MVC

HARD hit by the collapse of CrossGen, one of the companies publishing its titles through Image has folded with debts of over $140,000.

As studio head Val Staples explained when making an appeal to the comics community for help, "A few things have happened that have essentially ruined our little studio that we could not control. About a year and a half ago, we moved from Image Comics to CrossGen Entertainment to publish our books. At the time, it seemed like the smart move. CrossGen had proven to be on the up-and-up, we had friends there who were very happy and they had programmes in place to reach younger readers which was something we always wanted to do. Of course, what we didn't know is that they were sailing a ship that was taking on water at an alarming rate. None of us had any way of knowing.

"When payments never came, we complained, fought and eventually sued," he continued. "And by the time the smoke cleared about six months later, CrossGen went bankrupt right after defaulting on a settlement agreement we had reached. This put their debt to us at almost $60,000.00. This was a crushing blow that crippled our income and our ability to publish comics during that time and beyond.

"Determined to move forward, we did what we felt was the smart and responsible thing," Staples added. "We dropped all titles that were not performing well. We also dropped all plans to publish new titles that we either had on the drawing board or were in discussions to create. We then continued to budget carefully so we could continue to publish our two top comicbooks: **Masters of the Universe** *[art top]* and **SpookShow International** *[art left]*."

Unfortunately even those moves have proven insufficient to keep the studio in business.

## Vampirella editor moves on

THE PUBLISHER of **Vampirella** is losing its editor-in-chief.

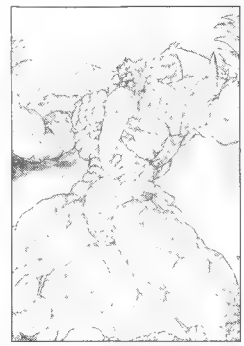
In a huge promotion, Harris Comics is to make assistant editor Bon Alimagno the editorial director to replace the departing Maureen McTigue.

## Human Race begins

FORMER **Green Lantern** writer Ben Raab is joining forces with **Beast Boy** penciller Justiano and inker Walden (**JLA**) Wong for a $2.99 DC seven-parter that tells how the super-powered protectors of humanity's genetic code react to an alien invasion.

**The Human Race**, which premieres on March 16, focuses on a young man who manifests his own strange powers when the aliens hit his hometown.

## Beast Wars starts later than advertised



DREAMWAVE is launching its latest **Transformers** title in February rather than January as previously announced

A spin-off from the animated TV series of the same name, the $2.99 **Beast Wars** had to be rescheduled when **Transformers** supremo Simon Furman was brought in to replace original writers James McDonough and Adam Patyk on the title. **Beast Wars** is drawn by Don Figueroa, who is moving across from **Transformers: Generation One**.

"The *Beast Wars* TV show was intricately tied in to the whole *Generation One* mythos, and the DreamWave comic will be continuing that tradition," stated Furman, who began scripting stories for Marvel UK's comic tie-in with the robots in disguise action figure line in 1982 "Of course, it'll be the Dreamwave **G1** continuity but pains will be taken to ensure that everything that is done in the comic is faithful and indeed provides new depth and background – to the TV show. In an effort to make sure I get everything just right, *Beast Wars* TV series consultant Benson Yee is acting as script consultant on the comic. Ben's been very, very helpful already. His knowledge of the *BW* TV show – and indeed all things Transformers – is beyond encyclopedic."

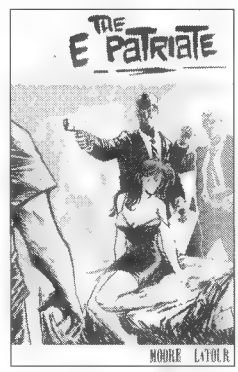
## Batman gets covered

DC IS to collect what are described as 250 of the best Batman covers in a 240-page coffee table art book.

Organised into themes including *Batman Family*, *Fearsome Foes*, *Death Traps* and *Bizarre Settings*, **Batman Cover to Cover** features work by a host of top artists, among them Neal Adams, Jim Aparo, Brian Bolland, Alan Davis, Bob Kane, Joe Kubert, Jim Lee, Frank Miller, Jerry Robinson, Tim Sale and Alex Ross It also includes commentary on personal favourites by *Batman Begins* director Christopher Nolan, TV's first Batman Adam West and voice of the Joker Mark Hamill as well as many comicbook creators including some of the artists represented plus Neil Gaiman, Jeph Loeb, Paul Levitz, Brad Meltzer and others.

A $39.99 hardcover, **Batman Cover to Cover** ships on May 4.

## Image starts man on the run




**HAWAIIAN DICK**'S B Clay Moore is going back to the '60s but only to use the era as the setting for the opening serial of his first ongoing series for Image

The writer of **Battle Hymn**, Image's forthcoming World War II superhero five-parter, Moore is teaming up with Jason Latour – an artist who has contributed to Bongo Comics' **Bart Simpson** – for **The Expatriate**, a story of a man on the run.

"Basically, the book starts off as a chase story. Our hero, Jack Dexter, is being chased by CIA agents through a tiny South American country. They want to kill him and bring his body home, but he has no idea why. And they kill a lot of people to get to him," explained Moore, who says the reason why he is being chased is what makes the $2.95 title unique.

## Lost TV script unearthed

AN UNPRODUCED screenplay for the seminal 1974 TV series starring Darren McGavin as the sleuthing journalist with an interest in the occult is the basis for Moonstone's newest **Kolchak the Night Stalker** special.

Adapted by Joe Gentile, the Chicago-based publisher's head honcho, from Stephen Lord and Michael Kozoll's never-filmed script, the $4.95 **Eve of Terror** is drawn by Walter Figueroa and Chad Hunt. A 48-pager, it ships in March.

# news round up... news round up... news round up... news round

## Manga launches

*As published in Japan, all manga titles below are in a 5¼x6" digest format, in black and white and read from right to left unless otherwise stated.*

VIZ IS targeting manga reading females in March with two *shojo* – for girls – titles.

**Happy Hustle High** by Rie Takada – creator of TokyoPop's **Wild Act** – stars a 16-year old tomboy who falls for a boy on the Student Council of their newly coeducational school while Izumi Kaneyoshi's **Doubt!!** features a young girl whose anime geek past comes back to haunt her after she adopts a new persona prior to moving to a new school.

Also launching from Viz in March is a *shonen* – for boy's – title: **Legendz**. Written by Rin Harai and drawn by Makoto Haruna, it tells how such mythical creatures as mermaids, dragons and werewolves actually exist and can be raised and trained to play the ultimate roleplaying game.

PIXAR'S comedy superhero hit, *The Incredibles*, is to get TokyoPop's Cine-Manga treatment in March.

The softcover tells the story via full colour movie stills and accompanying manga-style word balloons. It is priced $7.99 and reads left to right.

DEL REY Manga is adding a shonen series and a shojo title to its line in the spring.

The shonen title is Masaki Segawa's five-volume **Basilisk**. Adapted from a novel by the late Futaro Yamada, the series won the Kodansha Manga Award for 2004.

The first volume of **Basilisk** hits the shops in May. It is priced $10.95 as is the first of the two volumes of George Asakura's **A Perfect Day for Love Letters**, which follows in June.

Another shojo manga, the anthology series consists of short stories about relationships with love letters as the unifying theme.

DESCRIBED as a mix of *American Pie* and **The Lord of the Rings**, TokyoPop's **Sokora Refugees** is the first manga by Segamu and artist Melissa DeJesus.

Premiering in April, it tells of a group of sexy schoolgirls, who are lured into freeing Sokora, the elfin homeworld, which has fallen into the hands of demonic invaders.

"These creators are real stars. I just love this book," stated TokyoPop editor Rob Valois. "**Sokora Refugees** is so much more than just panty shots and shower scenes. This spring, fans can expect a great story about self-discovery – in every sense of the word."

# PREVIEW: MAJESTIC #1

Written by **LEGIUN**'s Dan Abnett and Andy Lanning with art by Neil (**Bazooka Jules**) Googe and Trevor Scott, **Majestic** is a new $2.95 series that shows what happens when our hero returns home to the WildStorm Universe with guest stars Superman and the Eradicator in tow.

It tells how Majestic is faced with the most chilling mystery of his life in *While You Were Out*, which DC describes as "full of cosmic wonder, wit and earth-shaking super-heroics!"

WildStorm castaway Mr. Majestic spent the last few months in the DCU, where his warrior code led him to butt heads with some of theleading DC heroes. But now he's back home, has his style changed? Has he learned anything? And just what has been going on while he was away?

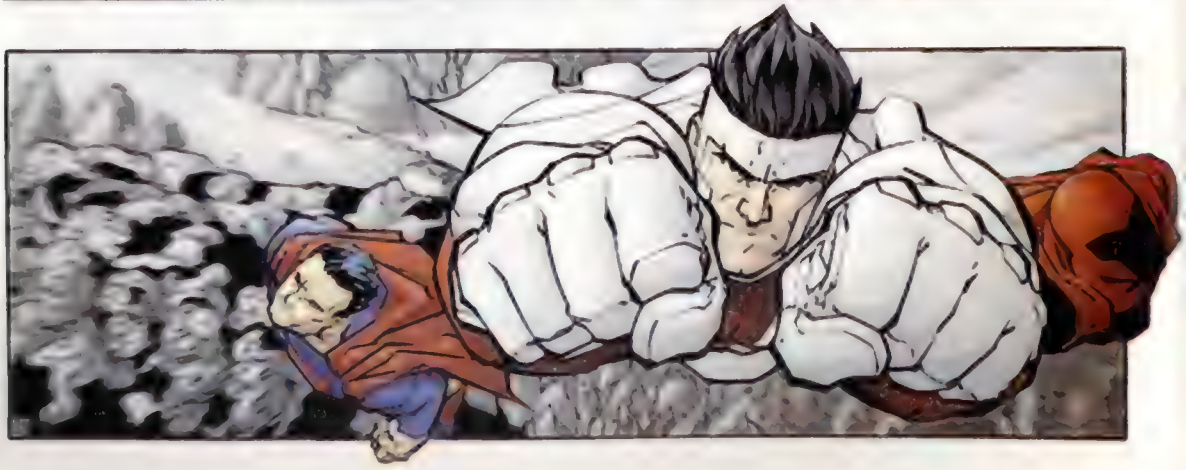
**Co-writer Dan Abnett told CI**: "Majestic – or Majestros of Khera to be more formal – appears superficially to be very Supermanesque. Similar power range, scion of an alien world now living on and protecting Earth. Majestic occupies the equivalent position in the WildStorm Earth that Supes does in the DCU. So that's really what we've been trying to address... what makes him a good character in his own right?

"For a start, he comes from a warrior tradition: he's a bloodied warlord from Khera, a soldier. That immediately makes him rather different to Supes. Extremely aggressive and proactive when he wants to be (and who's going to argue?) but with a sense of honour and nobility. He's also smart – Reed Richards smart. So half the time he achieves miracles through his physical power, and the rest of the time saves the world through acts of genius. So we're trying to produce a book that sizzles with Superman-style power fantasies, but also crackles with loopy left-field FF invention.

"We're certainly aiming big. Our first story concerns his return to the WildStorm Earth to find it... well, that would be telling. But Superman and the Eradicator are along for the ride, and by the second issue we're in deep space. Andy and I have planned a series of stories that should pack some real twists and surprises, and with Neil on the art, we're confident that when we plan for something to be so vast and epic that it will leave the reader awestruck, that's the way it should come out."

**Artist Neil Googe adds:** "This is a great project to come back in to comics on, I've been pretty lucky.

"I love the character and especially what Dan and Andy are doing with him; they really are giving me some great stuff to draw. I think what I like most about Majestic is that he has the power of Superman but with more of a Batman attitude toward things: get the job done, that's what he's about... None of the pansy hero approach Superman has."



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# Magneto makes it two for Marvel's movie mutants

## Mike Conroy's Frame to Frame

***Examining the latest developments between films and comics***

COMICBOOK villains are a necessary evil – they're there to make the hero look good and a great hero's reputation is founded on the stature of his opponents. "Judge a man by the reputation of his enemies," as the old Arab proverb has it.

But it's also been established that even the best villains can't support a regular title of their own. Just look at how short-lived such series as *Doctor Doom* in **Astonishing Tales**, **Super-Villain Team-Up**, **The Joker**, **Secret Society of Super-Villains** and the more recent **Kingpin** proved to be.

There are exceptions to every rule and one that springs to mind is **Tomb of Dracula**, which proved Bram Stoker's vampire Count could be as successful in comics as he has been in the cinema. But Dracula isn't the only villain to have a string of movie hits. That list could also include *Nightmare on Elm Street's* Freddie Krueger, Jason Vorhees of *Friday the 13th* fame and Thomas Harris's Hannibal Lecter. There's also Frankenstein's Monster and the Mummy as well as Michael Myers and various other clones of that archetypal slasher among others.

Sure, most of those that come to mind fall into the horror category but it least it indicates Hollywood can get bums on seats with the right evildoer.

## One man's terrorist...

Which brings us neatly to Magneto, played by Sir Ian McKellen in both of director Bryan Singer's *X-Men* movies.

Reflecting the duality of the mutant's comicbook persona, Magneto has been developed as more of an antihero by Singer, who seemed to be have wanted the 'one man's terrorist is another man's freedom fighter' approach to the character. Perhaps it's for that reason that the mutant master of magnetism is to be the focus of the second *X-Men* spin-off.

While the first, *Wolverine*, is unlikely to make more than a passing nod to its hero's earlier movie outings, it looks like *Magneto*'s springboard is to be the prologue to the original *X-Men*. This showed the young boy who would grow up to become Magneto being separated from his Jewish parents as they were forced into a Nazi concentration camp.

## Ruling out McKellen

The plan is for the movie to be set in the past, showing how the young Magneto's character developed. That scenario would appear to rule out McKellen unless they use flashbacks to tell the story.

But, while it would strengthen the film's *X-Men* ties, one intention with a spin-off is to create a cheaper franchise out of an expensive moneyspinner. Getting the acting knight involved would not help the budget in that regard.

In the 1960s, Marvel would test new heroes out in an established title before deciding if they could support their own comic. Hollywood now looks to be adopting a similar practice.

The latest in a developing trend towards testing lesser-known characters out in a name hero's flick before spinning them off into their own features, *Magneto* is set to join a list that already includes *Catwoman*, the soon-to-be-released *Elektra*, the in-development *Wolverine* and possibly, just possibly, *Nightstalkers* [see *Blade: Trinity* review, right].

This new *X-Men* spin-off is scripted by Sheldon Turner, whose credits include two remakes – the currently in post-production *Amityville Horror* and *The Longest Yard*, which is being developed as a vehicle for Adam Sandler.

> **"...a film that is almost *The Pianist* meets *X-Men* about a guy who has an awakening of his powers and seeks revenge."**
>
> *...writer Sheldon Turner on Magneto*

Discussing his latest project, the up-and-coming writer said, "I pitched a film that is almost *The Pianist* meets *X-Men*, about a guy who, after watching his family slaughtered, has an awakening of his powers and seeks revenge."

The story, which sounds more like *The Punisher* meets *X-Men*, is said to heavily involve Professor X – the wheelchair-bound leader of the X-Men leader played in the films by Patrick Stewart – but when he served as a soldier in the allied force that liberated the concentration camps after the Second World War.

## Philosophical enemies

The Professor and Magneto meet after the war but, while their special powers bring them together as friends, their differing philosophies soon turn them into enemies.

*Magneto* could be a project to watch. It certainly sounds more cerebral than most superhero fare pushed out by Hollywood. If a balance can be maintained between characterisation and action while recapturing the dark tone of Singer's *X-Men* opening sequence, it could become a movie well worth watching on several levels.

## Darkness for Hollywood

Sticking with antiheroes, Top Cow has sold the rights to **The Darkness** to Platinum Studios, one of the oldest of the comic-centric entertainment companies that have sprung up around Hollywood in recent years.

With an Image-published two-issue intercompany crossover with Superman due to launch in December, now's the right time to publicise the acquisition. Top Cow's assurances to the contrary, the 20-something Mafia hitman, who inherited the power of the Darkness, is just not an A-list comicbook creation.

That aside, with his arcane ability to manifest little imps – Darklings – for whatever purpose he can imagine, the character created by Marc Silvestri, Garth Ennis and David Wohl back in 1996 could prove an interesting if dark – no pun intended – addition to the roster of comicbook movies. His transition from one medium to the other will need a lot of CGI if its to prove successful.

He may come across as a horror-based riff on Green Lantern but that darkness – sorry – may well prove to be a plus point.

Responsible for getting Hermann's **Jeremiah** on to the small screen, Platinum has a host of other comics-based movies in development. Among them Dylan Dog, Blackjack and Radar, the Hound Supreme

Unfortunately, apart the *Jeremiah* TV series, Platinum's not had much luck actually getting anything into production. Perhaps it'll be more successful with **The Darkness**.

## Vampire Trailer Park

Stan Lee certainly keeps pumping 'em out.

Through his acronymic POW Entertainment – it's Purveyors Of Wonder, in case you're curious – the co-founder of the Marvel Universe has now tied up a deal to create and produce three action movies for the Sci Fi Channel.

The first of these, *Lightspeed* – about which nothing is known – is being written by Steve Latshaw. Who? Well his credits (and I use the termy loosely) include such gems as *Frogmen Operation Stormbringer* possibly, but doubtfully, better known as *U.S. Seal 3: Dead or Alive* and *Southern Discomfort: Wrestling on the Indie Circuit*. He also directed 1991's *Vampire Trailer Park*.

That kind of resumé really doesn't get one's hopes up, does it? Poor old Stan. He keeps trying but so far to little avail.

*Above: Sir Ian McKellen as Magneto, a role that will probably not remain his is plans for a second* X-Men *movie spin-off go ahead.*

# Frame to Frame Review

# Not so sharp the third time around

*BLADE: Trinity* makes a disappointing end to the film career of Marvel's vampire-hunting human/vampire hybrid.

It's not a bad movie but directors Stephen Norrington and Guillermo del Toro went for a far more horrific approach with the first two movies and David Goyer – helming his first major feature – has elected to shoot something akin to a more traditional action flick.

## Canine vampires

Sure, *Trinity* still has horror elements but the waves of wisecracking humour – mainly from *Buying the Cow*'s Ryan Reynolds as vampire plaything turned Nightstalker Hannibal King – tends to overwhelm any attempt at darkness. A vampiric Pomeranian and its bloodsucking rottweiller companions don't help either.

Comics fans will also get a chuckle out of the way Blade is told who the movie's main bad guy really is although there is nothing to be gained from revealing which Marvel comic is used by way of explanation.

One of the major weaknesses of *Trinity* is the lack of threat posed by the major villains. Unlike those from the first two *Blade* movies, they are just not scary nor do they seem capable of putting the lives of Blade and his companions in jeopardy. Even the head vampire – played by Dominic Purcell from the *John Doe* TV series – comes across as just another obstacle on the way to the end credits while Jarko Grimwood aka wrestler Triple H plays one of the heavies as a cross between a vampire and Jaws and that Richard Kiel bad guy was one of the more ludicrous enemies faced by James Bond during his lengthy film career.

*Above: Jessica Biel as Abigail Whistler.*

*Above: Ryan Reynolds as Hannibal King. Top: The Blade Trinity – Wesley Snipes as Blade* [centre] *with Nightstalkers Abigail Whistler [Jessica Biel, left] and King.*

Goyer, who produced the screenplays for all three *Blade* films, has written an entertaining script but, in the horror department, *Trinity* is nowhere near as innovative as its predecessors. What that signals for *Batman Begins*, which he has also scripted, is anybody's guess.

Although Wesley Snipes was said to be unhappy with what he perceived as Blade's relegation from lead to a more supporting role, he is still the movie's star. Even so, Ryan and *Texas Chainsaw Massacre* [2003] star Jessica Biel – as Abigail Whistler, daughter of the character Kris Kristofferson has portrayed throughout the trilogy – get more than their fair share of screen time.

## Blade spin-off

The two play the main members of the vampire-hunting Nightstalkers and there's every reason to believe New Line Cinema and Marvel could be looking to spin that team off into its own movie franchise.

It certainly would explain the downplaying of the horror and the increase in humour, which, together, probably led to *Trinity* being given a more commercial 15 certificate where *Blade* and *Blade II: Bloodhunt* both got an 18

Overall *Blade: Trinity* disappoints because it does not live up to expectations but, taken as a horror-tinged movie in the vein of practically any Arnold Scharwzenegger flick, it's still an entertaining – if violent – way to spend a couple of hours on a cold winter's evening.

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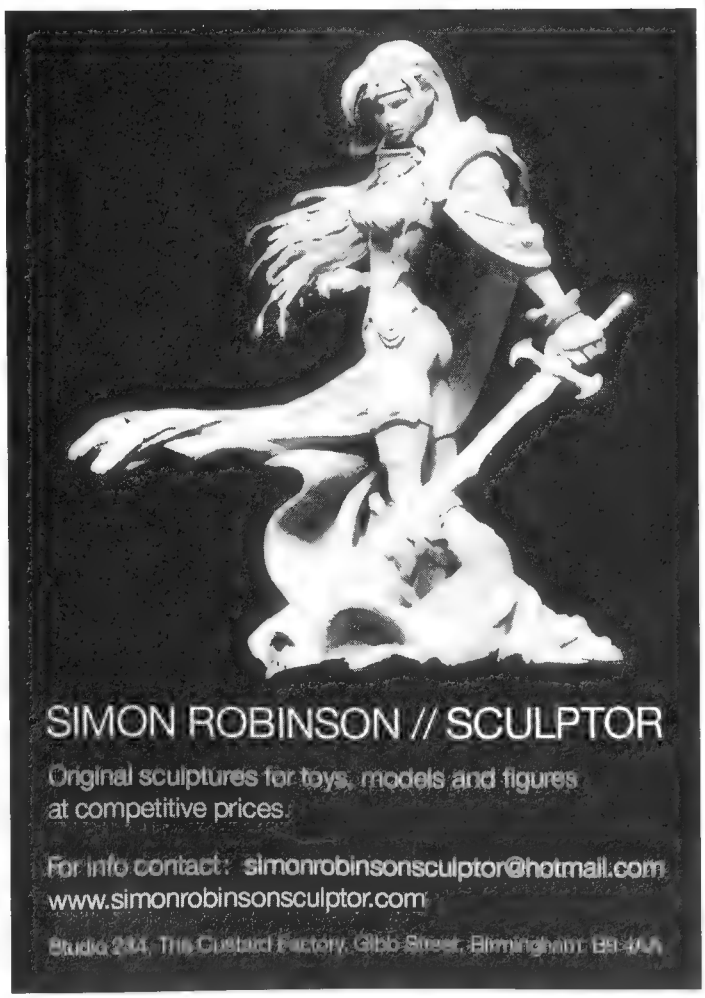
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# Stand and Deliver: Your Money for an Easy Life

## Talking Shop with Stephen Holland

### Reminding people there's a real mainstream out there

SORRY I came over all Ebenezer on you last month. It wasn't the column I wanted to write around Christmas. I wanted a headline that read "Marvel [or Diamond] Stand Up Tall and Do The Right Thing!"

Since neither did either, and UK retailers saw none of the compensation that the rest of the world enjoyed following Marvel's breach of trade terms, I had no choice but to make comic shops over here aware that there *is* no returns policy, either at Marvel or at Diamond (the distributors), on which they can rely.

The obvious, unfortunate conclusion? Don't gamble, especially with Marvel product. After all, they're refusing to gamble, printing initial orders only. If a quality title shows up out of the blue, as it did with Jenkins' and Lee's **Inhumans**, retailers can make money from the subsequent trade paperback collection without risking money on a title that could suddenly switch creative teams or stop coming out altogether. It's not a comfortable bed that Marvel has made, so why on earth should we have to lie in it?

Which brings me to the first of two follow-ups. US retailer Brain Hibbs' successful Class Action Suit allows for every retailer there to receive, automatically, remuneration from Marvel. However, individuals can opt out, and one store did. They turned down the money which was certainly their due because (wait for it) they wanted to express their loyalty to Marvel.

> It's not a comfortable bed that Marvel has made, so why on earth should we have to lie in it?

And loyalty is a very fine thing. When Top Shelf (publishers of key works like Alan Moore's **From Hell** and Craig Thompson's **Blankets**), were in danger of going bust, we bought in as many of their books as we could sell throughout an entire year, because we wanted – nay needed – them to survive. Top Shelf is the finest publisher to emerge over the last decade, and we felt a loyalty to them because they'd been loyal and honourable towards us.

But to express loyalty to a company – in this instance Marvel – that has been actively disloyal and dishonourable towards *you*... that is *insane*.

My guess is that they just wanted a tour of the offices. Or a few signed comics. Or maybe they were just too chicken to raise their heads out of the sand that they are so evidently burying themselves in (hmm, mixed bird metaphor there), that they didn't want to risk any repercussions. What possible repercussions could there be?

Retailers have to remember that in this instance they are the *customers*, not the suppliers. The supplier needs to keep the customer happy, not the other way around. Would I want a customer of ours to feel they'd ever been stiffed? No way! And, readers, is there one amongst you who would let us get away with it?

Surely there is no one reading this column who has not felt so dissatisfied with their service at one shop, bank or supplier that they have not either complained, changed their account or altered their shopping habits? I know I have. Unless you want to be trodden on over and over again, you sometimes need to find yourself a backbone and stand up for yourself.

In the light of which, here's my second intriguing development, courtesy of the venerable Frank Plowright, organiser of the old annual comicbook convention UKCAC in London. Following last month's column, Frank wrote:

"I've just read your article in **Comics International** on how Marvel are refusing to honour the court-won refund for UK comic shops. I hadn't realised this was the case.

"I'm not 100% certain about this, but I'd imagine there is an alternative means of compensation available in the UK. To the best of my recollection, the terms of the Sale of Goods Act are universally applied. Although it's primarily intended to help customers of shops, I think it would equally apply to purchasers from Diamond.

"If they solicited an issue of **Fantastic Four** as being by Brian Michael Bendis and Frank Quitely, and supplied a comic by Chuck Austen and George Tuska, you'd be entitled to return every copy as not being the advertised goods. In this instance the fine distinction between Diamond as Marvel's representatives and Marvel themselves wouldn't apply as the solicitation and purchase was from Diamond.

"I'd reckon it would be well worth the while of some retailer to gamble the costs of a small claims court case on the basis of the Sale of Goods Act. If they lose, well it's £45 plus the costs of travelling to wherever Diamond UK's offices are to file the claim and the to justify it. If they win, unless Diamond is very stupid, it'll be the basis for Diamond putting some pressure on Marvel to honour their solicitations.

"I'm glad your shop's still going strong, and one day I'd hope to visit. Ever thought of franchising further afield?"

We'll leave that last bit for another month, but Frank may have a point.

I don't know where other comic shops stand (we seldom gamble on Marvel, so we missed out on – what? – a couple of quid?), but fellow columnist Biff Avere told me he'd lost a considerable sum in this instance (it was the reason I pursued this matter in the first place) and I'm sure Forbidden Planet – a huge UK chain – could claim for a great deal more.

It wouldn't address late-shipping titles, but it might be enough to make Diamond take responsibility in the future. Because that's what this is all about: the future.

If retailers have to carry the burden of buying in non-returnable goods, we need our suppliers – publishers and distributors – to be people we can trust. People we can rely on. Not worms that want to wriggle out of things.

I want to see a firm, standard returns policy for late or altered product. Like the one we all thought existed. Would Diamond care to respond?

*Stephen Holland runs Page 45, a comic shop in Nottingham with Mark Simpson and Tom Rosin.*

*WINTER IS SETTING IN, X-MAS IS HERE..IT'S TIME FOR MERRIMENT & CHEER AT THE BIGGEST EVER ...*

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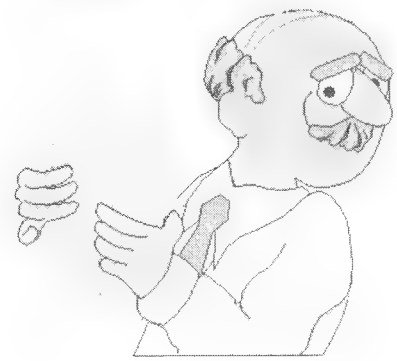

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**X-Men, the Uncanny (1st series) #1-350**
**Green Lantern (1st series) #1-200**
**Incredible Hulk #110-400**
**Fantastic Four (1st series) #1-400**
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**Batman #150-300**
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**Detective Comics #300–500**
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**Superman (1st series) #200-400**
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# Manhwa's Modern Master: Hyun Se Lee

## Novel Graphics by Paul Gravett

***Highlighting the latest and best in graphic novels***

STEP into the extraordinary, intense worlds of Hyun Se Lee and you will discover one of the most prolific and provocative creators in manhwa or Korean comics today. In his most controversial epic **Mythology of the Heavens**, he takes us back to a legendary past of primordial humans, animals and deities.

There we meet the cruel, power-crazed tribal leader SoJeon, who will stop at nothing to become a king, going so far as to seek out the Earth goddess TaeMo SeoWangMo herself to grant his request. Her promise to him that he will rule a kingdom, however, carries a heavy price.

In return she insists that he must take a snake for his queen and warns that his own son will cause his death. When the goddess forces SoJeon to make love to her, she transforms into an enormous snake. Some time later, he beheads the serpent, but finds, when he cuts her open, a newborn boy inside. Determined not to be killed by his son, he slays the baby, only to discover still more of his offspring all joined together inside the snake.

After slaughtering them all he strides off, unaware that one last baby miraculously survives to achieve his murderous destiny.

Hyun Se Lee's **Mythology of the Heavens** is powerful, primal storytelling, tapping into centuries of fantastical myth-making. When the opening volume appeared in 1997, however, it proved much too powerful for the conservative government policies gripping Korea at the time. Lee was summoned before the state prosecutor on the charge that his work was legally obscene.

That year the knives of censorship had been greatly sharpened by the 1997 Youth Protection Act applied to practically every medium – comics, films, plays, novels, even cyberspace itself. Its criteria for determining 'harmfulness' were so vague, that they could target anything that a court decided 'might have a bad influence on youth'.

Comics are huge in Korea, but compared to Japan, there's much stricter censorship and a Christian-influenced morality in the media. So anything likely to offend in imported Japanese manga would frequently be redrawn or removed, while Korean creators had to censor themselves or risk getting into hot water.

In 1979 Korea's censorship laws were relaxed somewhat and the manhwa market expanded through the Nineties, more than doubling the number of titles to over 9,000 a year.

Comics, however, began to be blamed for contributing to a rise in violence and crime and a decline in sexual morals among teenagers. Many otherwise liberal Koreans did not object to the state reinforcing censorship in 1997, if it meant protecting their society from such 'harmful' influences. Hyun Se Lee's imagery in Mythology, showing sex between man and snake, and babies born from a serpent's stomach and their mass slaughter, were ruled as contravening the Youth Protection Act. In 1997 Lee was found guilty and fined 3 million won (over $2,700).

Rather than accept this judgment, he saw it as a matter of principle to appeal against his conviction, supported by colleagues in the profession. While arguing this test case through the courts, Lee was forbidden to continue the series. Eventually on June 15th 2001 he was acquitted. A few days later, as he resumed **Mythology of the Heavens**, he commented, "Even though the court trial interrupted my passion for four years, I continue to have that desire today. The acquittal gave me hope to express my desire. I was happy with this verdict because it demonstrated that manhwa was classified as a legitimate form of mass media."

Understandably, Lee is keen to move on and leave this trial behind him, but he deserves full credit for his stand and his victory, and for advancing the adult potential of manhwa. Born in 1954, Lee has produced over two hundred different series during the past 25 years, many of them adapted into hit live action and animated films and TV shows.

Now his manhwa are spreading to America in no less than four titles in great value packages of up to 320 pages for $9.99 from Central Park Media *(www.cpmpress.com)*. Of these, **Armageddon** is the oldest and most conventional, about a high-school nobody dreaming he is a mighty hero of the future defending the planet against alien invaders, only to find that the dream is real and that the beautiful new transfer student sitting next to him in class is actually a galactic warrior.

Unravelling across 13 volumes, **Armageddon** is fun, undemanding SF, that was made into a passable animated movie. Lee's other two mature readers series in English pack more originality and punch. **Hard Boiled Angel** is named after Korea's first female detective Jiran Ha, a ravishing, three-pack-a-day loner in long hair and shades working for Seoul's Hard Crimes Unit.

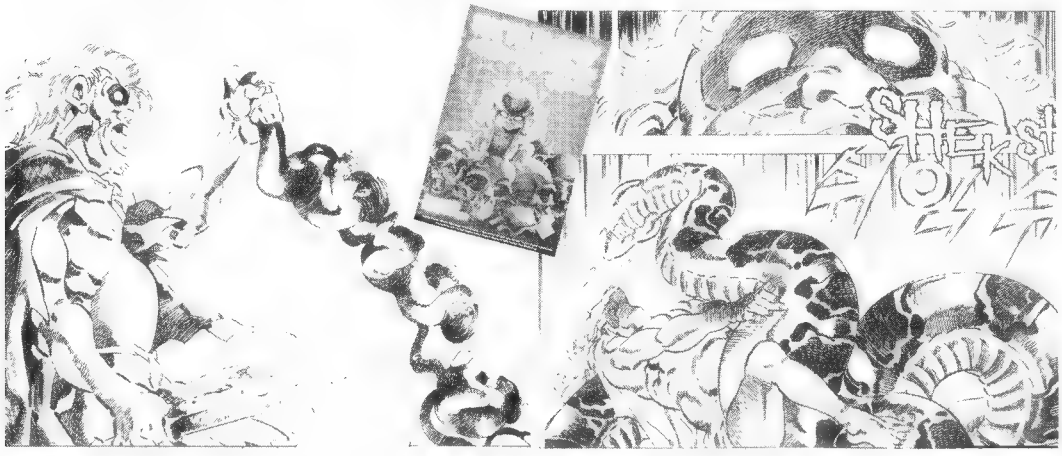
Joran can act as tough as any of her fellow officers – one of them marvels "You must have bigger balls than I do!" – but she also brings an emotional depth that enables her to understand the traumas and urges that can push people over the edge.

Through each intriguing case, Lee skilfully unveils her personality, particularly in the sixth and longest episode. This reveals that it was her helplessness escaping a sexual assault that left a boyfriend dead which drove her to become a policewoman. Lee serves up riveting crime drama as dark and unflinching as TV's finest cop shows.

His **Nambul War Stories** hypnotise you like the frontline reports streaming out of the global news channels. Lee started this series in the wake of the 1991 Gulf War by imagining a second Middle Eastern war which cuts off Japan's oil supplies and pressures the country into invading Indonesia to commandeer their valuable reserves. Further outrages by the Japanese bring Korea and perhaps the rest of the world into direct conflict.

Amid this escalating crisis, Lee also explores the racial tensions in Tokyo, after the leader of a young Korean street gang assassinates a Japanese Yakuza boss. This hypothetical Asian war over oil is all too possible and eerily parallels the real current Iraq war. Nambul also explores the unresolved anger felt by many Koreans after Japan's three invasions and 43 years of occupation.

From mythic fantasy and sleek science fiction to detective drama and geopolitical docudrama, Lee's graphic novels are waiting for you to discover and prove his versatility and daring as one of manhwa's modern masters.



*Above: Hyun Se Lee's disturbing images from his* ***Mythology of the Heavens*** *(cover to Book 1 inset).*

# PG tips

*Suggestions for some more cool books to add to your graphic novel library:*

### Skywald Horror-Mood

(Alan Hewetson;Headpress)
January 2005.....£14.99

I still remember the goosebumps I felt when I discovered **Psycho** #2 on a market stall in 1971. On its cover the freakish Heap looming over a shrieking, quivering female victim. Inside I could tell straightaway it was scarier, gorier, nastier than any of my DC or Charlton 'mystery' comics and definitely not suitable for kids my age - how could I not buy it? This was my initiation into Skywald, the modest New York publishers of 63 horror mags, whose cult stature is finally appraised in this superb 256-page compendium.

'Horror-Mood' editor Alan Hewetson is interviewed at length, appreciated by fellow scribes, artists and admirers, and represented through 19 of Skywald's ghastliest shockers. The late Hewetson often gave his immorality plays unexpected, nihilistic finales and brought a uniquely psychotic voice to horror comics, worming its way into your sanity: 'The real horror is you... and the unbridled, brutal alter-ego madman inside you who is capable of horrors far more evil that the world now knows... What is horror?... You Are!' Brrrrrr! No wonder Skywald can still make me shiver.

*www.headpress.com*

### Epileptic

(David B; Pantheon/Jonathan Cape)
February 2004.....$25/£16.99

How does a child cope when he has to watch his older brother suffer repeated epileptic fits? Growing up in Sixties France, David B translated his fear and rage into drawings of terrible battles and sought answers in books of history and mythology, in dreams and imagination.

He visualised the epilepsy as a sinister lizard, sitting with his brother at dinner, coiling around him or carrying him off. Their parents rejected high-risk brain surgery, latching onto a parade of alternative cures, but none worked. As an adult, David B could not talk to his parents about his brother's worsening illness, so he turned to comics.

His 361-page graphic novel is like a revelatory personal ritual, at once serving as art therapy through intense mark-making; as a confessional of his guilt and pain; as an attempted exorcism of a monstrous illness; and as an angry yet loving plea for understanding from a son to his family, from brother to brother.

*www.pantheonbooks.com/graphicnovels*

### Comic Artists Asia

(Rika Sugiyama; Harper Design)
December 2004.....$24.95

Let's be blunt: there are way too many bogus *How to draw Manga* books being churned out these days, a good many by less than brilliant Western imitators. This book, on the other hand, spotlights genuine manga/manhwa/manhua artists from Japan, Korea and Hong Kong, showing you their fabulous colour art and explaining the techniques they use. Inspiring and enlightening, this is in a class of its own. *www.harpercollins.com*

# Advance Listings

*READERS: You can use this* Advance Listings *section as an order form with your direct market store or mail order supplier. Simply mark the items you require, copy or remove these pages (or list them on a separate piece of paper) and give it to your supplier, together with a note of your name, address and phone number to guarantee not missing any of the new titles being published. Certain suppliers may not accept standing orders, so check with them first. All prices of US titles listed are in dollars. Import prices are usually converted at a rate of $1.00 = 85p UK sterling. Shipping dates given are the earliest date product will reach stores. All dates, prices and information are assumed to be accurate as provided by publishers.*

*Compiled by Jim Hannah*

**The following are 32 page colour titles unless stated**

ON SALE FROM
**FEB 2**

## Dark Horse

**Bmwfilms.com's The Hire** 4 (Kurt Busiek + Steven Grant & Francisco Ruiz Velasco) The only things between Sam Wavish and losing everything are a fast car and a laconic Driver. ..... $2.99

**one-shot** **Manga Darkchylde** 1 (Randy Queen) The Sinister Sisters of Shadow have come to Salem, Georgia to seek an audience with a girl named Ariel Chylde. The same girl who just discovered she can become any of the creatures from her nightmares! $2.99

**Samurai: Heaven and Earth** 3 (Ron Marz & Luke Ross) Crossing swords with the king;s Musketeers, Shiro is drawn into a plot against the king – and realises the only way to be reunited with Yoshiko may be to assassinate Louis XIV. ..... $2.99

**Star Wars: Empire** 30 *(Sons* 2 of 5; Thomas Andrews & Adriana Melo + Michael Atiyeh) Luke, Leia and their companions have been taken prisoner on Jabiim by the very Rebels they've come to help. ..... $2.99

**Trigun Maximum Vol 4: Bottom of the Dark** (Yasuhiro Nightow; tpbk) Vash the Stampede is back for more intense action, and it looks like it's only going to get harder as the saga continues! 192pg b&w ..... $9.95

## DC Comics

**new** **The Books of Magick: Life During Wartime Book One** (Si Spencer + Neil Gaiman & Dean Ormston; *Vertigo)* Collecting the initial story arc from issues #1-5. This new take on the Hunter is loaded with dystopian undercurrents and psychological horror. 128pg ..... $9.95

**Deadshot** 3 (Christos N. Gage & Steven Cummings + Jimmy Palmiotti) Deadshot and Green Arrow face off in Star City as the miniseries continues. ..... $2.95

**Detective Comics** 803 *(City of Crime* 3 of 12; David Lapham + Mike Carey & Ramon Bachs + Nathan Massengill) The Penguin learns Mr Freeze may have betrayed him, just as a secret player threatens to bring the city to its knees. 40pg ..... $2.95

**Firestorm** 10 (Dan Jolley & Jamal Igle + Rob Stull) After the events of *Identity Crisis*, everyone thought Ronnie Raymond, the original Firestorm, was lost forever. But energy can't be destroyed, right? ..... $2.50

**The Intimates** 4 (Joe Casey & various; *WildStorm)* What could be more appropriate for superhero teens in school than a school dance? As Destra convinces the Seminary faculty that this is actually a good idea, certain students find romance in the unlikeliest of places! ..... $2.95

**new** **John Constantine – Hellblazer Special: Papa Midnite** 1 (of 5; Mat Johnson & Tony Akins + Dan Green; *Vertigo)* In modern-day Harlem, Midnite embarks on a vision quest that takes him back to his boyhood 300 years ago in colonial Manhattan. ..... $2.95

**Justice League Elite** 8 (Joe Kelly & Doug Mahnke + Tom Nguyen) While half the team is on an undercover, intergalactic drug op, the other half struggles to find them before their cover is blown. ..... $2.50

**Justice League Unlimited** 6 (Adam Beechen & Carlo Barberi + Walden Wong) John Stewart and Green Arrow encounter an old member of the Green Lantern Corps as they fight a trio of alien invaders. ..... $2.25

**Looney Tunes** 123 (various) Wile E. Coyote tries to catch Roadrunner with a little time travel. Plus, Duck Dodgers, Witch Hazel and daydreamer Ralph Phillips. ..... $2.25

**The Maxx Book Four** (Sam Kieth + Alan Moore & Kieth; *WildStorm;* tpbk) A turning point, collecting issues #21-27 of the series. Alan Moore kicks this volume off with dialogue for the first chapter as three secret agents pursue Mr Gone, and Sarah traverses the Outback. 144pg ..... $17.95

**The Question** 4 (Rick Veitch & Tommy Lee Edwards) Operating furtively on the mean streets of Metropolis can't keep the Question hidden from the all-seeing eye of The Man of Steel. . $2.95

**Superman: Strength** 2 (Scott McCloud & Aluir Amancio + Terry Austin) Young Clark tests his superpowers when he runs away from home and finds a world that's a far cry from Smallville. 48pg ..... $5.95

**Swamp Thing** 12 *(Love in Vain* 4 of 4; Joshua Dysart & Enrique Breccia) Arcane has learned a few new tricks during his stay in Heaven. With the power of The Light under his control, even Swamp Thing may not be able to stop him—not without paying an unimaginable price. ..... $2.95

**Swan** Vol 2 (Ariyoshi Kyoko) Masumi has survived the rigorous competition and won a place in the National Ballet School. But just as she resolves to work hard and stay focused, a handsome new foreign student arrives. 208pg b&w ..... $19.95

**Toe Tags Featuring George Romero** 5 (George Romero & Tommy Castillo + Rodney Ramos) As a growing rift between the leaders of the armies of the dead threatens to send their demonic forces into chaos, Damion Cross tries to turn the tide of battle for humanity. $2.95

**Tom Strong Book Three** (Alan Moore + Leah Moore & various; *America's Best Comics;* sbk) Collecting Tom Strong #15-19. Val Var Garm kidnaps Tesla; Coleman Grey enlists Strong's aid and more. 144pg ..... $17.95

**new** **Twilight Experiment** 1 (of 6; Justin Gray + Jimmy Palmiotti & Juan Santacruz; *WildStorm)* Decades ago, a handful of brave volunteers sacrificed their humanity in the hope of one day saving their world from a future cosmic event. They failed. This is the story of their children, who, in the twilight of humanity, must find the courage to fulfill their parents' destiny! ..... $2.95

**Y: The Last Man** 31 *(Ring of Truth* 5 of 5; Brian K. Vaughan & Pia Guerra + José Marzan Jr.; *Vertigo)* Just when Dr Mann finally discovers the answer to how Yorick and Ampersand survived the mysterious plague, an unforeseen adversary swoops in and steals a major key to the possible cure. ..... $2.95

## Marvel

**new** **Black Panther** 1 (Reginald Hudlin; *Marvel Knights)* The Black Panther's origin is retold in a cinematic scope with social satire and all-out action. ..... $2.99

**one-shot** **Black Panther By Jack Kirby** Vol 1 (Jack Kirby; tpbk) Alongside Mr Little and Princess Zanda, T'Challa battles the Collectors, the Six-Million-Year Man and more in this power-packed epic. Collects Black Panther #1-7. 136pg ..... $19.99.

**Captain America & The Falcon** 12 *(Brothers and Keepers (Adelphoite Phylaxes)* 5 of 5; Priest & Joe Bennett) Cap pursues a distraught and suicidal MODOK to Singapore, where Cap must come between MODOK and an enraged Incredible Hulk. ..... $2.99

**new** **Daredevil: Redemption** 1 (David Hine & Michael Gaydos; *Marvel Knights)* In the small, God-fearing town of Redemption Valley, a young boy's body is found dead and mutilated. But ts it a ritual killing? ..... $2.99

**Exiles** 59 (Tony Bedard) Just what was Blink up to during her absence from the Exiles those many months ago? $2.99

**one-shot** **Hulk and Thing: Hard Knocks** (Bruce Jones + Gerry Conway & Jae Lee + Rich Buckler; tpbk) Collects Hulk and Thing: Hard Knocks #1-4, plus 1974's Giant-Size Super Stars 1. 144pg $14.99

**Jubilee** 6 (Robert Kirkman & Derec Donovan) Learn the truth about Aunt Hope and what she's been doing with all those guns. ..... $2.99

**Marvel Age Runaways Vol 3: The Good Die Young Digest** (Brian K. Vaughan & Adrian Alphona) The world as we know it is about to end, and the Runaways are the only hope to prevent it. Collects Runaways #13-18. 144pg $7.99

**new** **Marvel Age Spider-Man Tales** 1 (Kitty Fross & Patrick Scherberger) Children's book author Kitty Fross takes us to the beginnings of the Marvel Age in this retelling of Spidey's classic origin. ..... $2.99

**Marvel Age: Spider-Man Team-Up** 5 (Todd Dezago & Valentine De Landro) Your friendly neighbourhood Spider-Man joins forces with the X-Men's resident weather-controller, Storm! ..... $2.25

**Marvel Team-Up** 5 *(The Golden Child* 5 of 6; Robert Kirkman) Things heat up as Spider-Man crosses paths with everyone's favourite Wolverine Clone, X-23. ..... $2.25

**new** **Shanna, The She-Devil** 1 (various; *Marvel Knights)* Reborn from Nazi science gone mad to battle her genetic destiny on an island full of prehistoric horrors. Shanna has never looked this good or acted this bad. $3.50

**Spider-Girl** 83 *(Back in Black* 2 of 3; Tom DeFalco) As the Avengers and Fantastic Five form a joint task force to hunt for the New Venom, Spider-Girl takes matters into her own hands when she switches back into her black costume and goes after him alone. ..... $2.99

**Supreme Power** 15 (J. Michael Straczynski; *Max Comics)* What does the most powerful being on the planet do when he finds out he's been manipulated and that his whole life is practically a lie? ..... $2.99

**Ultimate Spider-Man** 72 *(Hobgoblin* 1 of 5; Brian Michael Bendis) Harry Osborn returns to Midtown High harbouring a dark secret that will affect the lives of all those around him – especially Peter Parker. ..... $2.25

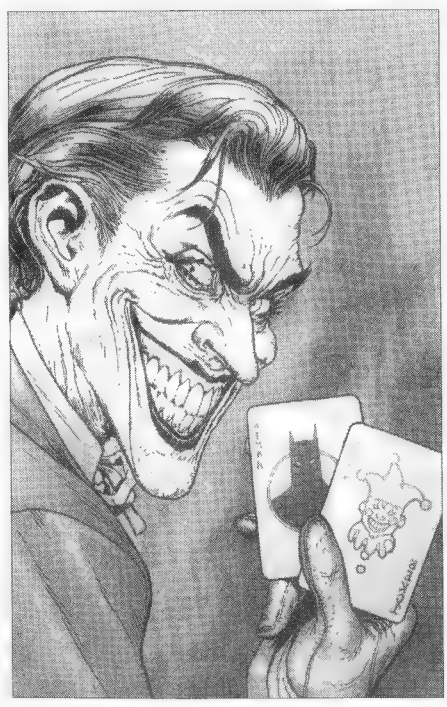
**Uncanny X-Men** 455 *(On Ice* 1 of 5; Chris Claremont) The X-Men return to the Savage Land. Plus, the team gains a highly unexpected new member. $2.25

**Uncanny X-Men** 456 *(On Ice* 2 of 5; Chris Claremont) The X-Men return to the Savage Land. Plus, the team gains a highly unexpected new member. $2.25

**Uncanny X-Men – The New Age Vol 2: The Cruelest Cut** (Chris Claremont & Alan Davis + Andy Park; tpbk) Wolverine's 30th Anniversary starts as the X-Men investigate mysterious murders in New York City. Collects Uncanny X-Men #450-454. 120pg $11.99

**X-Men/Fantastic Four** 3 (of 5; Akira Yoshida) An unexpected adversary turns Marvel's two greatest hero families against one another. ..... $3.50

**X-Men Unlimited** 7 (Arvid Nelson + Mike Raicht & Lewis Larosa + Carlo Pagulayan) Kitty Pryde tries to help a boy very much like herself, but he might be beyond her help. ..... $2.99



## close-up

### Batman: The Man Who Laughs

DC Comics

*Writer: Ed Brubaker*

*Artist: Doug Mahnke*

A homicidal maniac is killing prominent citizens of Gotham City, each time leaving an unusual calling card: a ghastly rictus grin plastered on the victims' lifeless faces. The Dark Knight Detective is on the case and, before long, finds himself taking on the Clown Prince of Crime! Telling the tale of Batman's first Joker encounter. 64pg ..... $6.95

**ON SALE FEBRUARY 9**

ON SALE FROM
**FEB 9**

## Dark Horse

**Blade of the Immortal** 98 *(Twilight* 3 of 3; Hiroaki Samura) Manji has survived

several sloppy sword fights and recovered from severe injuries – but never from a beheading! Giichi's fighting style and unique weapon of choice may be just what's needed to take the near-immortal warrior down. b&w ..... $2.99

**new** **Damn Nation** 1 (Andrew Cosby & J. Alexander) The United States' borders and ports are locked down against a terrible threat. However, the barbed wire and infantries are not positioned to keep an enemy out, but to protect the rest of the world from a vampire plague that's spread over every inch of the country. ..... $2.99

**Marge's Little Lulu** Vol 2 (John Stanley & Irving Tripp; tpbk) Lulu is here. She's a rascally but good-hearted seven year old with an endless supply of sass, oodles of smarts, and a wild imagination. 200pg b&w ..... $9.95

**Samurai Executioner** Vol 4 (Kazuo Koike & Goseki Kojima; tpbk) Telling the story of Kubikiri Asa, a young ronin samurai who helps keep the peace by putting the fear of beheading into Edo's criminals. Mature. 304pg b&w .. $9.95

**one-shot** **Trigun Anime Manga: Wolfwood** (Yasuhiro Nightow) Wolfwood plays the foil against Vash the Stampede, with his negative view of humanity and gigantic cross-like gun, this fighting priest is far from docile. 24pg ..... $0.25

# DC Comics

**100 Bullets** 58 (Brian Azzarello & Eduardo Risso; *Vertigo)* As the dust slowly settles in New Orleans, we pick up with the ever-dangerous Lono and his newly acquired apprentice, Loop Hughes. ..... $2.50

**Action Comics** 824 (J.D. Finn & Ivan Reis + Marc Campos) It's Superman vs. Preus, with the fate of the world in the balance. ..... $2.50

**Angeltown** 4 (Gary Phillips & Shawn Martinbrough) Nate Hollis has finally found his missing basketball star, Theophus Burnett. However, they don't call Burnett the Magician on the court for nothing, and soon Burnett is back on the lam and Hollis is back on his case. ..... $2.95

**Aquaman** 27 (John Arcudi & Patrick Gleason + Christian Alamy) Chaos erupts as Aquaman realizes all is not as it seems, especially when a secret from his past comes back to haunt him in ways he could never have imagined. ..... $2.50

**Batman: Legends of the Dark Knight** 188 *(Riddle Me That* 4 of 5; Shane McCarthy & Tommy Castillo + Rodney Ramos) The Riddler turns on the man who helped save him from drifting into oblivion: Professor Buttery. Can Batman save the doctor? ..... $2.50

**one-shot** **Batman: The Man Who Laughs** (Ed Brubaker & Doug Mahnke) *See Close-Up, on facing page.*

**The Batman Strikes!** 6 (Bill Matheny & Christopher Jones + Terry Beatty) Priceless diamonds are being stolen in Gotham City, and the cops are hot on the trail of Catwoman for the crime. $2.25

**Bloodhound** 8 (Dan Jolley & Leonard Kirk + Robin Riggs) Clevenger is drawn into the case of a small town beset by mysterious fires seemingly set by a demon from Hell. ..... $2.95

**Breach** 2 (Boo Harras & Marcos Martin + Alvaro Lopez) There is no rest for the weary as Breach struggles to adjust to his transformation, the loss of everyone he loved, and the incredible number of years that have passed him by. . $2.50

**Fables** 34 *(Jack be Nimble* 1 of 2; Bill Willingham & David Hahn; *Vertigo)* Jack starts his own production company and quickly learns that being ruthless is the best way to make money fast – not to mention enemies. ..... $2.50

**one-shot** **The Flash: Ignition** (Geoff Johns & various; tpbk) Collects the story arc from The Flash #201-206. A series of bizarre incidents helps police mechanic Wally West discover that he is the Flash. 144pg ..... $14.95

**Gotham Central** 28 (Greg Rucka & Stefano Gaudiano) When a group of children stumble onto the abandoned hideout of one of the DCU's most dangerous villains, Detectives Allen and Montoya take on the case with a cop's life hanging in the balance. ..... $2.50

**Green Arrow** 47 (Judd Winick & Tom Fowler + Rodney Ramos) Brick, the stone-faced crimelord who overran the Star City underworld in *New Blood,* is back with a vengeance! ..... $2.50

**one-shot** **It's A Bird...** (Steven T. Seagle & Teddy Kristiansen; sbk) Steve's given the dream assignment to write Superman, only he can't relate to a Man of Steel when his own fears of death haunt him. 136pg ..... $17.95

**JLA** 111 *(Syndicate Rules* 5 of 8; Kurt Busiek & Ron Garney + Dan Green) The JLA arrives just in time to stop the Crime Syndicate of Amerika from reaching its goal, while the Qwardian superweapon rampages through the positive matter universe! ..... $2.25

**JSA** 70 *(JSA/JSA* 3 of 5; Geoff Johns & Don Kramer + Keith Champagne) As the JSA of today attempts to inspire the JSA of the past, Stargirl struggles with Ted Knight's condition, Sand confronts his past, and the Atom heads down a dangerous road. ..... $2.50

**one-shot** **Lucifer: Exodus** (Mike Carey & Peter Gross + Ryan Kelly; *Vertigo;* tpbk) A new collection featuring Lucifer #42-44 and #46-49. The Morningstar faces a new challenge to his universe, as defending the status quo requires cooperation between angel and devil alike. 168pg ..... $14.95

**Mad XL** 32 (The Usual Gang of Idiots) Another jam-packed issue of Mad XL, containing the Best of the Web, MAD Marginals XL, a featured Writer of the Month, more Readers' Choice picks and other fun features. 96pg b&w ..... $4.99

**Majestic** 2 (Dan Abnett + Andy Lanning & Neil Googe + Trevor Scott; *WildStorm)* Majestic realises he must travel into deep space to find out who or what abducted all life on Earth. But is even Earth's mightiest Kheran a match for such forces? ..... $2.95

**Musashi Number Nine** Vol 2 (Takahashi Miyuki) Musashi Number Nine is sent to neutralise terrorists threatening a cruise missile strike on Tokyo. 192pg b&w ..... $9.95

**Nightwing** 103 (Chuck Dixon + Scott Beatty & Scott McDaniel + Andy Owens) Dick Grayson has been fired from being Robin and struck out on his own – directionless. But Dick's about to receive a visit from Deadman! .. $2.25

**final issue** **Promethea** 32 (Alan Moore & J.H. Williams III; *America's Best Comics)* This issue gives readers several options to read the book – one of which is assembling its 32 pages into a giant double-sided poster. Once the poster has been assembled, the pages form two images (one on each side) that are only discernible as a complete entity. ..... $3.95
Variant edition ..... $49.95

**one-shot** **Sanctum** (Xavier Dorison & Christopher Bec; tpbk) When a US submarine answers a distress beacon, the crew discovers a WWII Russian sub at the mouth of an underwater temple. 192pg ..... $19.95

**Scooby-Doo** 93 (John Rozum + Sholly Fisch & various) Featuring golf course ghouls, mansion mazes, and – Velma's got a crush! ..... $2.25

**one-shot** **Skizz** (Alan Moore & Jim Baikie; tpbk) Zhchz is a Tau Cetian interpreter travelling home through the stars; Roxy is just a Birmingham schoolgirl heading home after another boring day. When the two collide, their lives will change forever. 104pg b&w ..... $14.95

**new** **Vimanarama!** 1 (Grant Morrison & Philip Bond) A modern-day Arabian Nights in the form of an Indian romantic comedy, set on a celestial stage. Ali can't relate to his family's traditional customs. He feels much better when he finds that Sofia, the girl he's arranged to be married to, is gorgeous and vivacious...until he accidentally unleashes a subterranean army of fossil demons, restarts an ancient god war, and brings the whole world to the brink of destruction. 40pg ..... $2.95

**Wild Girl** 4 (Leah Moore + John Reppion & Shawn McManus + J.H. Williams III; *WildStorm)* Wild Girl continues to prepare for her showdown with the evil man with the dog skins, but has all her hard work been for naught? ..... $2.95

# Marvel

**Avengers: Earth's Mightiest Heroes** 7 (Joe Casey) With the original lineup at its lowest point, will the addition of new members keep the dream alive? ..... $3.50

**District X** #10 (David Hine & Lan Medina; *Marvel Knights)* Bishop and Ismael travel beneath the streets to uncover the mystery behind The Worm. ..... $2.99

**Doctor Spectrum** 6 (Samm Barnes & Travel Foreman; *Max Comics)* Joe Ledger must either take control of the alien presence that is haunting his memories and his mind, or be destroyed by it. ..... $2.99

**Fantastic Four: Foes** 2 (Robert Kirkman & Cliff Rathburn) A trip to the Negative Zone goes awry when Annihilus shows up to make trouble. ..... $2.99

**Gambit** 7 *(Voodoo Economics* 1 of 3; John Layman) Gambit's hometown is being overrun by zombies. What can the Ragin' Cajun do to save his beloved Big Easy from the wrath of the undead? ..... $2.99

**Incredible Hulk** 78 *(Tempest Fugit* 2 of 5; Peter David) The mystery of the tempest-tossed island continues to thicken as the Hulk finds himself in a major smackdown with a smashing monster. ..... $2.99

**Marvel Age Fantastic Four Vol 3: The Return of Doctor Doom Digest** (Marc Sumerak & Alitha Martinez + Joe Dodd) Featuring the return of Dr Doom and the Prince of Atlantis himself, the Sub-Mariner! Collects Marvel Age Fantastic Four #9-12. 96pg ..... $5.99

**new** **Marvel Age Fantastic Four Tales** 1 (Brandon Thomas & Michael O'Hare) The Fantastic Four cross the globe to meet the Black Panther and help him battle his lifelong nemesis – Klaw! A modern retelling of a classic story by Stan Lee and Jack Kirby. ..... $2.25

**Marvel Knights** 4 #15 *(Divine Time* 1 of 4; Roberto Aguirre-Sacasa & Jim Muniz; *Marvel Knights)* The FF celebrate Franklin's team making it to the Little League playoffs – but, around the globe, the very fabric of time is unravelling. ..... $2.99

**Marvel Knights Spider-Man** 11 (Mark Millar; *Marvel Knights)* Things heat up as Spidey and the Black Cat face off against the might of the Sinister Twelve. Twelve? ..... $2.99

**one-shot** **Marvel Weddings** (various; tpbk) From the Fantastic Four to

# Illuminations

**Highlights from February's releases**

***Selected by Martin "Biff" Averre***

ANOTHER quiet month at DC. The only title (or should I say a series of titles?) of merit begins with **Seven Soldiers** #0. Grant Morrison blasts back into the DC universe with a devastating global threat which will require seven rarely used characters to protect the Earth, hereafter to be known as Seven Soldiers. The threat is one that consumes civilisations and razed Camelot, bombed the Rama Kingdoms back to dirt and now the Sheeda are returning to harvest the Earth again. There will be seven mini-series of four issues each featuring Klarion, Bulleteer, Mister Miracle, Zatanna, Frankenstein, The Guardian and Shining Knight with two bookend specials, one to set the scene and one to round off the action. Grant Morrison always has a unique and entertaining view of any character he writes and this series involving such a wide range of possibilities has huge potential. Now if they had just gone for sequential numbering sales would have been even higher. That said this is one group of mini-series to watch. **Sales 4/5 Quality 5/5**

Top Cow saw a close to its long running **Tomb Raider** series last month and needed a new top seller. **Hunter Killer** by Mark Waid and Marc Silvestri could be just the series. The Hunter Killers are out to save the world from paranormals and are willing to go to whatever extremes are necessary. Now this has possibilities.
**Sales 4/5 Quality 5/5**

The Black Panther has always been a larger than life character whose adventures and series were incredibly different, overflowing with energy and vigour, and one of my favourites (can you tell?). From his first appearance in **Fantastic Four** #52 in 1965 the larger than life art style of Jack Kirby set the tone for his future series, the highlight of them all for me being 1972-1976's **Jungle Action** #5-24, written by Don McGregor. The nadir was, ironically, the return of Jack Kirby whose Black Panther series ran 15 issues from 1977-79. The Black Panther is now portrayed as a highly skilled manipulator of political events and people using Wakandan technology can go head to head with even the likes of Iron Man. This current relaunch is written by Hollywood script writer Reginald Hudlin who is teamed with John Romita Jr on art. The buzz is that the Panther will be at the centre of Big Things this year in the Marvel Universe, so if you want to be in the know you better race on down to your local store and reserve a copy of #1 now. The character has pedigree, the creators are craftsmen, the series should be a smash hit. **Sales 5/5 Quality 5/5**

Marvel obviously sees writers from TV and movies (inspired by the success of Joss Whedon no doubt) as the next big sales revenue stream as Allan Heinberg is brought in to script the launch of a mysterious group of teenagers who in the wake of Avengers Disassembled are calling themselves Young Avengers. There's little information on the characters available, but the preview art looks good and it comes from the Young Guns stable.
**Sales 4/5 Quality 5/5**

Frank Cho has over the years built a huge reputation for drawing women and his crisp clear line work is best seen in black and white. For the last few years he has been working on his creator owned title **Liberty Meadows**, but has now gone mainstream at Marvel and takes on the writing and art chores of **Shanna the She Devil**. Shanna is one of those characters that Marvel has tried and failed with several times in **Kazar**, **Marvel Fanfare**, **Savage Tales** and of course in 1972's **Shanna The She Devil**. Frank Cho is about the only creator who could pull of the impossible and make this series work. Highly recommended for the art alone.
**Sales should be 5/5 but more likely 2/5 Quality 5/5**

Spider-Man to the X-Men, with a few surprises in between, this volume proves the power of love can overcome all odds. Collects Fantastic Four #150 and Annual #3, Incredible Hulk #319, Avengers #59-60 And #127, Amazing Spider-Man Annual #21 and X-Men #30. 200pg .. $19.99

**New Thunderbolts** 5 (Fabian Nicieza & Tom Grummett) With Songbird in the hospital and Mach IV without an armour, what will Atlas do? Who can save the day? ..... $2.99

**Punisher** 17 *(Mother Russia* 4 of 6, Garth Ennis & Doug Braithwaite, *Max Comics)* Searching for a deadly retrovirus whose sale on the black market could bring the world to its knees, Frank Castle penetrates a Russian nuclear silo and comes face-to-face with the Mongolian! ..... $2.99

**She-Hulk** 12 *(Acceptable Losses* 3 of 3, Dan Slott & Paul Pelletier) She-Hulk has never been so broken, battered, and beaten. And if Titania gets her hands on her one more time, there won't be any coming back .. ..... $2.99

**Spider-Man/Human Torch** 2 *(Catch You on the Flip-Side* 2 of 5, Dan Slott & Ty Templeton) The Human Torch has to track down Kraven the Hunter while Spidey joins the rest of the Fantastic Four on a strange new cosmic adventure! ... ... ... $2.99

**Ultimate X-Men** 56 *(Longshot* 3 of 4; Brian K. Vaughan) With one of the X-Men now a captive on the island of Krakoa, the malevolent media mogul called Mojo demands the X-Men return Longshot to his headquarters or Angel will soon have a harp to go with his wings. ... ... ... $2.25

**Ultimate X-Men** Vol 4 (Brian Michael Bendis; hbk) Collects Ultimate X-Men Vol 7, Blockbuster and Ultimate X-Men Vol 8: New Mutants, plus a hefty helping of DVD-style extras.. 304pg ... $29.99.

**Ultimate X-Men Vol 10: Cry Wolf** (Brian K. Vaughan; tpbk) Gambit returns to the Ultimate X-Men. But what is he going to steal? And can the X-Men stop him? Collects Ultimate X-Men #50-53. 96pg .. ... $8.99

**Ultimates 2** #3 (Mark Millar) Is it all over for the scared scientist who harbours a monster with a him? $2.99

**new** **Young Avengers** 1 (Allan Heinberg) A mysterious new group of teen superheroes has appeared. But who are they? Where did they come from? And what right do they have to call themselves The Young Avengers? $2.99

ON SALE FROM

**FEB 16**

## Dark Horse

**Conan** 13 (Kurt Busiek & Cary Nord + Thomas Yeates) Thoth-amon launches a terrible magical attack on Conan as the High Priest Kalanthes calls upon the power of an ancient holy site. .... $2.99

**new** **Dragon Prince** 1 (Ron Marz & Jeff Johnson + Jason Keith) Aaron knows he's not like most other 14-year olds. He is the Dragon Prince, heir to the bloodline of all dragons, and the last hope for dragonkind's survival. .. $2.99

**one-shot** **Ring** Vol 0 (Meimu) Thirty years before the setting of The Ring, Sadako Yamamura was just a young girl, thrust from society because of her dangerous and fascinating psychic powers. 160pg b&w ..... $12.95

**Star Wars: Obsession** 4 (Haden Blackman & Brian Ching) Still convinced that Dark Jedi Asajj Ventress is alive, Obi-Wan Kenobi leads Anakin Skywalker and Senator Bail Organa to the grisly graveyard world of Boz Pity. ..... $2.99

## DC Comics

**Adventures of Superman** 637 (Greg Rucka & Matthew Clark + Andy Lanning) Ruin begins his search for Superman's loved ones, which puts Lois in danger again! ..... $2.50

**All Star Comics Archives** Vol 11 (John Broome & various, hbk) The adventures of the world's first super-team continue, collecting All Star Comics #50-57, where the JSA face the Diamond Man, Mr Alpha, and more 276pg $49.95

**The Authority: Revolution** 5 (Ed Brubaker & Dustin Nguyen + Richard Friend; *WildStorm)* The Authority is left searching for answers amid the rubble of the nation's capital. It has battled all manner of monsters and villains, but could its own conscience be the ultimate foe? ..... $2.95

**Batman: Gotham Knights** 62 (A.J Lieberman & Al Barrionuevo + Bit) When the mutated bodies of dead children begin appearing across Gotham, Batman is thrown into a race against time to find any survivors and learn the cause of their mutation! ..... $2.50

**one-shot** **Batman: War Games Act One** (various; tpbk) Includes Batman: The 12-Cent Adventure, Detective Comics #797 Batman #631, Batman: Legends Of The Dark Knight #182, Nightwing #96, Batman Gotham Knights #56, Robin #129, Batgirl #55 and Catwoman #34 A clash between Gotham's underworld families erupts into a wave of chaos that engulfs the city. 208pg ..... $14.95

**Birds of Prey** 79 (Gail Simone & Ed Benes) Chaos rides the dark alleys of Superman's city as the Birds hunt the unpredictable and extremely dangerous Thorn ..... $2.50

**The Books of Magick: Life During Wartime** 8 (Si Spencer & Dean Ormston, *Vertigo)* Tim is forced to take action and confront his enemies on their turf. Drunk on magic, his first mission is an Icelandic jailbreak with the brand-new love of his life .. ..... $2.50

**Catwoman** 40 (Scott Morse & Paul Gulacy + Jimmy Palmiotti) After being hunted and battered by Wooden Nickel, Catwoman wants some payback. But is Nickel more than a match for Catwoman's attack? ..... $2.50

**one-shot** **Devlin Waugh: Red Tide** (John Smith & Steve Yeowell + Jock) Following his conversion to vampirism, Devlin has retired. But now that something terrible from his past is coming, he's back in action! 240pg ..... $19.95

**Doom Patrol** 9 (John Byrne & Byrne + Doug Hazlewood) Nudge and Vortex try to save Grunt, while Cliff and Rita face off against a very unlikely threat. Will their combined powers be enough to stop this morphing monster? $2.50

**Ex Machina** 8 (Brian K. Vaughan & Tony Harris + Tom Feister; *WildStorm)* When a possible source of the paranormal horror stalking the subway tunnels beneath New York City is discovered, Mayor Mitchell Hundred is forced to choose between his allegiance to the NSA operatives who helped him as the Great Machine and the city he's vowed to protect. Plus, political fallout from Hundred's controversial decision threatens to tear his administration apart. ..... $2.95

**Hawkman** 37 (Justin Gray + Jimmy Palmiotti & Joe Bennett + Ruy José) Enemies from Hawkman's past lash out at him under the direction of The Fadeaway Man. ..... $2.50

**Human Target** 19 (Peter Milligan & Cliff Chiang, *Vertigo)* Already on the rocks with his wife Mary, Chance will be tested when an old friend sets his sights on him – an old friend with a very familiar face skills as formidable as Chance's, and an even more warped sense of identity. ..... $2.95

**JLA Classified** 4 *(I Can't Believe It's Not the Justice League* 1 of 6; Keith Giffen + J.M. DeMatteis & Kevin Maguire + Joe Rubinstein) The newly established Super Buddies are open for business – complete with their very own theme song. But things hit a sour note when a former foe opens a bar next door to their new headquarters in the strip mall downtown! ..... $2.95

**Lucifer** 59 *(Breach* 1 of 3; Mike Carey & Peter Gross + Ryan Kelly; *Vertigo)* Jill Presto goes to Las Vegas to see if she can gamble away her baby. But as the storms of dissolution gather across the worlds, it's clear that the stakes will be far higher than she expects – for her, for Lucifer Morningstar and for the whole of Creation .. ..... $2.50

**Manhunter** 7 (Marc Andreyko & Jesus Saiz and Jimmy Palmiotti) The heroes who witnessed Firestorm's final fate take the stand, but Kate Spencer's strategy backfires. ..... $2.50

**Ocean** 4 (Warren Ellis & Chris Sprouse + Karl Story; *WildStorm)* Nathan Kane learns more about the ancient race neatly entombed beneath the frozen waves of Europa, and he likes what he sees less and less. ..... $2.95

**Powerpuff Girls** 59 (Amy Rogers + Ivan Velez Jr. & various) When the rivalry between Mojo Jojo and Him gets too hot, the Girls step in to save the day. . $2.25

**Robin** 135 (Bill Willingham & Damion Scott) The Penguin has put out an open contract on Robin, Bludhaven's newest vigilante, attracting a flood of would-be assassins. ..... $2.25

**Son of the Gun Vol 2: Saint** (Alexandro Jodorowsky & Georges Bess; tpbk) Juan is given a special assignment: protect the governor's wife. But Juan cannot resist the temptation. Their illicit affair could cost Juan his soul, and finding redemption may cost him his life! 112pg ..... $17.95

**Space Ghost** 4 (Joe Kelly & Ariel Olivetti) Space Ghost must protect Jan and Jayce from Zorak. But who will protect him once Zorak makes a pact with the peacekeepers? ..... $2.95

**Superman/Batman** 18 (Jeph Loeb & Carlos Pacheco + Jesus Merino) Superman and Batman confront the supervillains who have ripped apart time and fight to restore balance to the universe. ..... $2.95

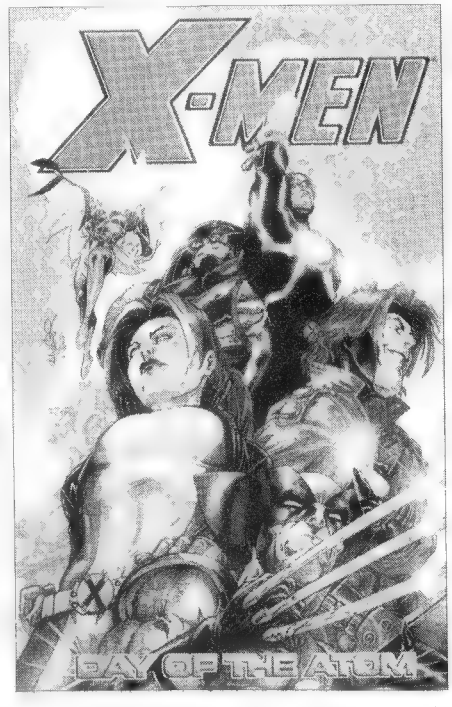
**Teen Titans** 21 *(Lights Out* 1 of 3; Geoff Johns & Mike McKone + Marlo Alquiza) Doctor Light has forced the Titans' hand and staged a publicised battle with the young heroes to take back his reputation. ..... $2.50

**new** **Tenjho Tenge** Vol 1 (various) In one unusual Tokyo high school, education takes a back seat to brawling as warring clubs wreak havoc in the hallways and chaos in the classrooms, all vying to be the baddest team around! 176pg b&w ..... $9.95

**Terra Obscura** Vol 2 #6 (Alan Moore + Peter Hogan & Yanick Paquette + Karl Story; *America's Best Comics)* The only thing standing between the Terror's seizure of Colonel Future's time-warping ship is Tom Strange. But is he powerful enough to stop this monstrosity? $2.95

**Tom Strong** 31 (Michael Moorcock & Jerry Ordway; *America's Best Comics)* A famed Metatemporal Investigator – or Time Tec – enlists the aid of Tom Strong to save the multiverse. Together with Solomon and Pneuman, they must travel back through time, across the Moonbeam Roads that bridge the multiverse, to find the one responsible for this dire threat: Count Zodiac. $2.95

**Trigger** 3 (Jason Hall & John Watkiss) After Carter Lennox and Deirdre Myers come face-to-face with the mysterious Triggers the two are determined to get to the bottom of the mysterious police force and their possible connections to a series of grisly underworld murders. .. $2.95




**close-up**

**X-Men: Day of the Atom**

Marvel Comics

*Writer: Chuck Austen*

*Artist: Salvador Larroca*

The shocking return of an enemy thought dead rocks the X-Men to their very core. Can they overcome an adversary more powerful than they imagined, or will internal strife within the team itself tear them apart first? Plus: The Broherhood of Mutants is back with Nocturne from the Exiles, and a surprise shocker of a member. Collects X-Men #157-164. 224pg ..... $19.99

**ON SALE FEBRUARY 16**

## Marvel

**Avengers: Earth's Mightiest Heroes** 8 (Joe Casey) The final showdown between Captain America and Zemo. One lives, one dies. The future of the Avengers was decided during these seminal events. ..... $3.50

**Cable/Deadpool** 12 (Fabian Nicieza & various) Can Cable fix himself without killing the Six Pack? ..... $2.99

**Combat Zone: True Tales of GIs in Iraq** 3 (Karl Zinsmeister & Dan Jurgens) When high-level military intelligence points to a top-secret meeting of two top-ranking Baath party officials in a building located in a residential area, the presiding field General must make a fateful choice. ..... $2.99

**Daredevil** 70 (Brian Michael Bendis, *Marvel Knights)* A hero will be born and an empire will fall., bringing an important chapter of the history of Hell's Kitchen to a close. ..... $2.99

**Daredevil: Redemption** 2 (David Hine & Michael Gaydos; *Marvel Knights)* Enter attorney and super hero Matt Murdock, brought in to save Joel Flood from what looks like a witch-hunt by an outraged community desperate for justice and the death penalty. $2.99

**one-shot** **Essential Luke Cage** Vol 1 (various; tpbk) The early adventures of comics' first and foremost black superstar of the seventies are collected for the first time as Power Man defends his home turf against the likes of Diamondback, Mace, Black Mariah, Dr. Doom, Senor Suerte, Chemistro, Lionfang, Steeplejack, Cottonmouth and more. Collects Hero For Hire #1-16 and Power Man #17-27. 544pg ..... $16.99

**new** **Livewires** 1 (Adam Warren & Rick Mays) Telling a happy tale of nanobuilt humanform combat mecha, with smartware bodies tailored for covert operations, and Artificially Intelligent minds programmed for suicidal loyalty. ..... $2.99

**Marvel Masterworks: Daredevil** Vol 3 (Stan Lee) Daredevil goes toe-to-toe with the Tri-Man and Gladiator, laughs it up at Leap Frog, sticks it to Stilt Man and then marches through a marathon of the Masked Marauder, Mr Hyde and Cobra. Collecting Daredevil (Vol 1) #22-32 and Daredevil Annual 1. 304pg ..... $49.99.

**New Invaders** 7 *(Cruel and Unusual* 1 of 3; Allan Jacobsen) The secrets of the Thin Man are revealed at last as the New Invaders reunite in a cataclysmic battle to change the world. ..... $2.99

**New X-Men** 10 *(Too Much Information* 1 of 2; Nunzio Defilippis + Christina Weir & Paco Medina) David Alleyne can absorb the skills and knowledge of anyone close by, but forgets everything as soon as they're gone. So what would happen if he could keep that knowledge instead of forgetting? ..... $2.99

**Official Handbook of the Marvel Universe: Marvel Knights 2005** (various; *Marvel Knights)* On the mean streets of the Marvel Universe, the kid

gloves come off. Guardian devils, vengeance-seeking vigilantes and enigmatic assassins stalk the city's dark underbelly – and the urban action unfolds with gritty intensity. 48pg ..... $3.99

**new** **Runaways** 1 *(True Believers* 1 of 6; Brian K. Vaughan & Adrian Alphona) When a group of teenagers discovers that their parents are actually supervillains, they run away from home...but that's only step one. .... $2.99

**one-shot** **Sabretooth: Open Season** (Daniel Way & Bart Sears; tpbk) Did Sabretooth destroy an entire island of innocent humans? And what will happen when the US Military tries to bring him down? Collects Sabretooth #1-4. 96pg ..... $9.99

**Spectacular Spider-Man** 25 *(Sins Remembered: Sarah's Story* 3 of 4; Samm Barnes & Scot Eaton) The offspring of Gwen Stacy puts the moves on Peter Parker. ..... $2.25

**Spider-Man: India** 4 (of 4; Jeevan J. Kang + Suresh Seetharaman & Sharad Devarajan) Pavitr finds his whole life has led to one moment, one chance for Spider-Man to put things right and bring down the maniacal man-turned-monster known as the Green Goblin! ..... $2.99

**Stormbreaker: The Saga of Beta Ray Bill** 2 (of 6; Michael Oeming) Beta Ray finds himself pitted against an enemy greater then any he has faced before. Introducing Stardust, a creature of cosmic power who turns his enemies to dust to fuel the stars. ..... $2.99

**Strange** 4 (J. Michael Straczynski & Sara Barnes; *Marvel Knights)* Stephen Strange at last learns what the Ancient One has planned for him. ..... $3.50

**Wolverine** 25 (Mark Millar & John Romita Jr., + Klaus Janson; *Marvel Knights)* Tough love takes on a whole new meaning when Wolverine, brainwashed and evil, comes home to the X-Mansion for his most damaging Hydra mission yet. ..... $2.25

**one-shot** **X-Men: Day of the Atom** (Chuck Austen; tpbk) *See Close-Up, on facing page.*

ON SALE FROM
**FEB 23**

## Dark Horse

**B.P.R.D.: The Dead** 4 (Mike Mignola + John Arcudi & Guy Davis + Dave Stewart) The team must confront the ghosts of scientists and a Nazi madman with a scheme involving the Robe of Christ, the Spear of Destiny, and a giant death ray. ..... $2.99

**Concrete: The Human Dilemma** 3 (Paul Chadwick) Trapped in an alien's rock-hard body, Ron Lithgow quickly became an accidental celebrity. Now, fresh from reaching a new level of intimacy with his longtime love interest Maureen, he starts into a high-profile spokesperson gig for a controversial new population-control programme. b&w ..... $3.50

**The Goon Vol 3: Heaps of Ruination** (Eric Powell; tpbk) Collecting issues #5-8 of the bi-monthly series, including a guest appearance by Hellboy. 128pg ..... $12.95

**The Incredibles** 4 (Brad Bird & Ricardo Curtis + Ramon Perez) Mr Incredible and Elastigirl arrive just in time to save their superpowered kids, Violet and Dash from the clutches of Syndrome's henchmen. ..... $2.99

**Jingle Belle** 4 (Paul Dini & Jose Garibaldi) Jing goes toe-to-toe with the mob for control of her Santaville gambling casino. When gangsters owning a rival club demand a huge cut of Jing's business, the feisty elf-chick fights back as only she can! ..... $2.99

**Pete Von Sholly's Morbid** Vol 2 (Pete Von Sholly; tpbk) Cinematic and tongue-in-cheek lampoons of classic sci-fi movies to horror in the Lovecraft tradition. 96pg ..... $14.95

**Star Wars: Republic** 74 *(The Siege of Saleucami* 1 of 4; John Ostrander & Jan Duursema + Brad Anderson) The final arc in Republic before *Star Wars Episode III: The Revenge of the Sith*, and the events in this story tie directly into the film. The Outer Rim Sieges have begun, and Jedi Master Oppo Rancisis leads the Republic forces in a desperate drive against a new and major Separatist threat on the planet Saleucami. . $2.99

**Trigun Anime Manga Vol 2: Wolfwood** (various; tpbk) Like Vash, Wolfwood travels to find redemption in the desert but continually finds that confrontations with one's past can be far more deadly than a duel with pistols. 152pg ..... $14.95

## close-up

### Seven Soldiers #0

DC Comics

*Writer: Grant Morrison*

*Artist: J.H. Williams*

A devastating global threat is on its way. Like a plague of locusts, the terrifying Sheeda are returning to harvest the Earth. All that stands between our world and these destroyers is the mysterious Seven Soldiers of legend. Seven men and women of extraordinary abilities and big problems must lay their lives on the line for the future of humankind. 48pg ..... $2.95

**ON SALE FEBRUARY 23**

## DC Comics

**one-shot** **1000 Faces** Vol 1 TP (Philippe Thirault & Marc Malés) Where surgeon Dr Frank Quinn goes, death soon follows, for he is pursued by the demon with a thousand faces! Mature. 136pg $14.95

**Adam Strange** 6 (Andy Diggle & Pascal Ferry) Adam Strange and the Omega Men discover the location of the missing planet Rann, but when death strikes from an unexpected quarter, they find themselves hunted by L.E.G.I.O.N. – and even the quick-witted Adam Strange can't outwit Vril Dox. ..... $2.95

**Batgirl** 61 (Andersen Gabrych & Pop Mhan + Jesse Delperdang) A major arms deal is going down in Bludhaven, but that's nothing unusual. What is unusual is the players involved: the Brotherhood of Evil! ..... $2.50

**Batman** 637 *(Under the Hood* 3 of 4; Judd Winick & Doug Mahnke + Tom Nguyen) Batman gets wind of a massive – and unique – arms shipment on its way to Gotham. But who's behind it? . $2.25

**Cartoon Network Block Party** 6 (various) Courage defends his master from the scariest thing ever, and the Eds grow a garden of great big trouble! ..... $2.25

**Catwoman: When in Rome** 5 (Jeph Loeb & Tim Sale) Catwoman is coming dangerously close to finding out the truth about her past. But uncovering one secret too many could cost her all nine of her lives. ..... $3.50

**Elfquest: The Grand Quest** Vol 7 (Wendy + Richard Pini & Wendy Pini + Joe Staton; tpbk) The Wolfriders have settled into their new Holt in the Forbidden Grove. All is peaceful until Aroree, a fugitive Glider from Blue Mountain, kidnaps a Wolfrider child. 224pg b&w ..... $9.95

**Elric: Making of a Sorcerer** 3 (Michael Moorcock & Walter Simonson) Elric embarks on another dreamquest. This time, he must complete a trial to test his worthiness for the throne of Melniboné. 48pg ..... $5.95

**The Flash** 219 *(Truth or Dare* 1 of 2; Geoff Johns & Howard Porter + Livesay) The Cheetah has come to Keystone City in search of the man she believes can teach her to be faster: Zoom, the Reverse-Flash. And where the Cheetah is, Wonder Woman can't be far behind. ..... $2.25

**Green Lantern: Rebirth** 5 (Geoff Johns & Ethan Van Sciver) Learn the final fate of Kyle Rayner. And as Hal Jordan's rebirth explodes across the DCU, the JLA continues its epic battle against one of the oldest powers in the Universe. But are the heroes prepared for the return of Hal Jordan, Green Lantern? ..... $2.95

**Hellblazer** 205 *(Reasons to be Cheerful* 4 of 4; Mike Carey & Leonardo Manco; *Vertigo)* John's desperate race to save his loved ones from the demons' cull ends in tragedy. ..... $2.75

**one-shot** **JSA: Prince of Darkness** (Geoff Johns + David S. Goyer & various; tpbk) A new collection featuring JSA #46-55. Three of the JSA's deadliest foes band together to systematically destroy the team, clearing their way to crush mankind and rule the world. 256pg ..... $19.95

**new** **Legend** 1 (of 4; Howard Chaykin & Russ Heath; *WildStorm)* The story of Hugo Danner, a man blessed with superhuman strength and invulnerability, but cursed with all-too-human failings. 48pg ..... $4.95

**The Legion of Super-Heroes** 3 (Mark Waid & Barry Kitson + Mick Gray) Presents the Legion's secrets through three sets of eyes as Triplicate Girl takes centre stage! Is she one girl who can split into three, three who can merge into one, or something even weirder? 40pg $2.95

**The Losers** 21 (Andy Diggle & Ben Oliver; *Vertigo)* The Losers plan to intercept the biggest deal of Max's corrupt career. But when a shadowy figure from their past returns, they discover the stakes are higher than anything they've ever imagined. ..... $2.95

**Nightwing** 104 *(Nightwing Year One* 4 of 6; Chuck Dixon + Scott Beatty & Scott McDaniel + Andy Owens) The newly christened Nightwing hits the streets for the first time. But it'll take a night of crimefighting against Gotham's worst – including the Joker – to win Batgirl over. ..... $2.25

**Outsiders** 21 (Judd Winick & Carlos D'Anda) Nightwing and Batman have a confrontation that could change the future of the team. Meanwhile, Arsenal has his own secret meeting with Batman that threatens to splinter the team forever. ..... $2.50

**The Razor's Edge: Warblade** 5 (John Ridley & Simon Bisley; *WildStorm)* In an attempt to regain his powers, Warblade underwent an experimental gene-splicing surgery that went awry. Will he recover? ..... $2.95

**Richard Dragon** 10 (Chuck Dixon & Brad Walker + Andy Owens) Neron, the unstoppable demonic powerbroker of Underworld Unleashed has taken an unholy interest in Richard Dragon, and that places our hero's already-tainted soul is one step closer to annihilation. $2.50

**Scooby-Doo Vol 3: All Wrapped Up** (various) Mystery Machine gang is back for another two volumes' worth of hair-raising adventures with the pseudo-supernatural. 112pg ..... $6.95

**Scooby-Doo Vol 4: The Big Squeeze** (various) More adventures of the Scooby Gang in a manga-sized collection. 112pg ..... $6.95

**one-shot** **Seven Soldiers** 0 (Grant Morrison & J.H. Williams) *See Close-Up, above.*

**Sleeper Season Two** 9 (Ed Brubaker & Sean Phillips; *WildStorm)* Now that Lynch is out of his corna, he's convinced it was Tao's hand that put him out of the game. But leaked clues have brought an old mystery back to the surface. $2.95

**Solo** 3 (Paul Pope) Begins with an ancient Greek myth, then re-imagines the classic origin of Omac and shares a personal tale. 48pg ..... $4.95

**Superman** 214 (Brian Azzarello & Jim Lee + Scott Williams) Just as it seems things can't possibly get any worse for the spent Man of Steel, he's embroiled in a fight to the finish with an age-old adversary! ..... $2.50

**one-shot** **Superman/Batman: Supergirl** (Jeph Loeb & Michael Turner; hbk) Loeb and Turner reintroduce a classic character into the DCU. Includes the entire *Supergirl from Krypton* storyline, originally presented in Superman/Batman #8-13. 168pg $19.95

**Teen Titans Go!** 16 (J. Torres & Mike Norton + Lary Stucker) Starfire happens upon a lost baby Wildebeest and decides to look for the missing child's parents. ..... $2.25

**The Witching** 9 (Jonathan Vankin & Leigh Gallagher + Dan Green) With Sook's powers manifesting quickly, Elsa is finding it difficult to instruct her voracious new student while keeping her hands off a hot, mysterious stranger. ..... $2.95

**Wonder Woman** 213 (Greg Rucka & James Raiz + Ray Snyder) With her gods as an audience, Diana must face the threat of Zeus' bodyguard – the 50-headed, 100-armed monster called Briareos. ..... $2.25

## Marvel

**Amazing Spider-Man** 517 *(Skin Deep* 3 of 4; J. Michael Straczynski & Mike Deodato + Mark Brooks) When a former classmate of Peter Parker's is caught in a horrific experiment, he blames Peter for the resulting transformation – but is Peter to blame? ..... $2.25

**Araña: The Heart of the Spider** 2 (Fiona Avery & Roger Cruz) What seems like a routine collar turns out to be anything but when the corrupt judge Anya captured reveals a deadly new threat to the Spider Society. ..... $2.99

**Black Widow** 6 (Richard K. Morgan & Bill Sienkiewicz + Goran Parlov; *Marvel Knights)* Still reeling from the discoveries about her Red Room past, Natasha must first uncover one more secret. ..... $2.99

**Captain America** 4 (Ed Brubaker) Home from his European excursion with S.H.I.E.L.D., Cap finds a new assault on his honour and the things he holds dear. ..... $2.99

**Excalibur** 10 (Chris Claremont) Excalibur's mission is called into doubt when the truth about one of their members is revealed to the citizens of Genosha. ..... $2.99

**Fantastic Four** 523 *(Rising Storm* 4 of 4; Mark Waid) The Galactus epic concludes – but where will that leave the FF? Who will live, who will die, and how will Johnny Storm ever be the same now that he's tasted the Power Cosmic? ..... $2.99

**Fantastic Four** Vol 2 (Mark Waid & Howard Porter + Mike Wieringo; hbk) A black and white situation quickly turns a murky shade of grey, and Reed Richards and his family find themselves besieged on all sides. Collects Fantastic Four #503-513. 264pg ..... $29.99.

**Kabuki** 4 (David Mack) *The Alchemy* reaches part four. It's a new start for Kabuki and a chance to wallow in some quality comics. ..... $2.99

**Mystique** 24 (Sean McKeever & Manuel Garcia) Everything has been leading up to the explosive events of this issue. Big changes are in store for the shifty shapechanger. ..... $2.99

**New Avengers** 4 (Brian Michael Bendis) The New Avengers assemble and come face-to-face with the mystery

threat that brought them together in the first place. ..... $2.25

**one-shot** **New Mutants: Back To School** (Christina Weir + Nunzio DeFilippis & Keron Grant) Former students become the teachers as the old guard is asked back to help prepare the next generation of New X-Men. Collects New Mutants #1-6. 152pg ..... $16.99

**Nightcrawler** 6 *(Ghosts on the Rails* 2 of 2; Roberto Aguirre-Sacasa & Darick Robertson) Some angry ghosts with unfinished business are wreaking havoc in the New York subways, and only Nightcrawler can meet them on their own terms – in the dark. ..... $2.99

**Powers** 9 (Brian Michael Bendis & Michael Avon Oeming) A hero is dead, a power jewel is missing. Deena and walker are up to their necks in clues and suspects, but can they solve the case before the power of the dark jewel is unleashed on the city? ..... $2.95

**Rogue** 8 *(Forget-Me-Not* 2 of 6; Tony Bedard & Karl Moline) Rogue travels to Japan and meets up with an old-ally-and-sometimes-enemy Shiro Yashida, a.k.a. Sunfire. ..... $2.99

**one-shot** **Rogue: Going Rogue** (Rob Rodi & Cliff Richards; tpbk) *See Close-Up, below.*

**Ultimate Fantastic Four** 16 (Warren Ellis) There's life in the N-Zone, but with the sun dying, there won't be for long! Can the FF save them? ..... $2.25

**one-shot** **What If...?** Vol 1 (various; tpbk) Collects What If Jessica Jones Had Joined The Avengers?, What If Karen Page Had Lived?, Wha – Huh?, What If Aunt May Had Died Instead Of Uncle Ben? and more. 192pg ..... $19.99

**X-23** #3 *(Innocence Lost* 3 of 6; Craig Kyle & Christopher Yost) X-23's first field mission is to assassinate a US presidential candidate surrounded by thousands of supporters in broad daylight. ..... $2.99

**new** **X-Force: Shatterstar** 1 (of 3; Rob Liefeld + Brandon Thomas & Marat Mychaels) In the aftermath of the first X-Force series, Shatterstar finds himself fighting for his life on the island of Madripoor. How does he come into possession of the Five Fingers of Annihilation and who else sought to control its terrible power? ..... $2.99

**X-Men** 167 *(Golgotha* 2 of 5; Peter Milligan) While the X-Men think they've saved the day, a greater danger, unbeknownst to them, is growing right in their own backyard. ..... $2.25

**X-Men: Phoenix – Endsong** 3 (of 5; Greg Pak) The return of the Phoenix continues to wreak havoc upon the lives of the X-Men as they find it increasingly difficult to combat a cosmic force which loves them. ..... $2.99

**one-shot** **X-Men: The End Book 1: Dreamers and Demons** (Chris Claremont & Sean Chen; tpbk) A trilogy that spans the length and breadth of the X-Men canon and brings the saga of Marvel's mutants to a climax. Collects X-Men: The End – Dreamers and Demons #1-6. 144pg ..... $14.99

RELEASED AND ON SALE IN

**FEBRUARY**

## Abstract Studios

**Strangers in Paradise** 72 (Terry Moore) Katchoo turns the tables on a showgirl stalker and helps showgirl Rusty find her lost husband in the conclusion of *Viva, Las Vegas.* 24pg b&w ..... $2.95

## Amaze Ink/ Slave Labor

**15 Minutes** #3 (Bob Elinskas + David Hedgecock & Mike Kelleher) See just how quickly a new hero's time in the spotlight can end, leaving those around to pick up the pieces. 24pg ..... $3.95

**Pirate Club** 5 (Derek Hunter) John has been captured. Mike's stranded on a ninja-infested island, and Bearclaw and Bat are trying to stay one step ahead of the police. 24pg b&w ..... $2.95

**one-shot** **Sugar Buzz Vol 1: Your Ticket to Happiness** (Ian Carney & Woodrow Phoenix; tpbk) *See Close-Up on facing page/*

**one-shot** **Taboo Table** (Jeff Berry) Features Polynesian food recipes and party recipes. Drink-lovers take heart, punches and other exotic drinks also have a welcome place on the Taboo Table! 96pg b&w ..... $10.95

## Antarctic Press

**one-shot** **Gold Digger Adventures Stand-Alone Special** 1 (Fred Perry) Vice-Principal Venomiss is sick of school kids having fun on her time, and she and Dorris the cafeteria worker are going to do something about it. b&w ..... $2.99

**Gold Digger** 61 (Fred Perry) Investigating a strange meteor crash in the Amazon, Gina, Brianna, Seance and Genn are surprised to find metal components in the debris – with some of Gina's recent personal serial numbers on them! ..... $2.99

**one-shot** **Heaven Sent Vol 1** (Ben Dunn; tpbk) Returned to Earth because it was not "his time", Kyle is now under the protection of his guardian angel, Samantha. 144pg b&w ..... $9.99

**Heaven Sent** 8 (Ben Dunn) Kyle finally reaches his mother's soul, and Samantha reveals her past and her connections to both of them – secrets that involve the final fate of Mankind. b&w ..... $2.99

**one-shot** **How to Draw Manga: Toning Techniques Revealed** (David Hutchison + Ben Dunn & Fred Perry; tpbk) Showing the secrets, skills and techniques of the manga pros for bringing line art to life, making characters charismatic, and landscapes lush! 144pg b&w ..... $19.95

**How to Draw Manga: Next Generation** 2 (Fred Perry + David Hutchison & Ben Dunn) Exclusively created art, step-by-step guides, designs, and comments from the hottest rising stars of manga. b&w ..... $4.95

**I Hunt Monsters Vol** 2 #2 (Rod Espinosa + Wes Hartman & Craig Babiar) Will and his team have made their way through Hong Kong to the halls of the Vampire Lord's lair. Will finds he must make a drastic sacrifice or have his team fall into the Fang Tong's grasp! b&w ..... $2.99

**Mangazine Vol** 3 #63 (various) Collects American manga series, including Ninja High School, Families of Altered Wars, Gold Digger, and more. 150pg ..... $9.99

**Ninja High School Vol 5 Pocket Manga** (Ben Dunn; tpbk) A tall, dark and fanged stranger enters Anna Feeple's life. Then it's time for a history lesson on the life Professor Steamhead. 144pg b&w ..... $9.99

**Ninja High School** 125 (Robby Bevard & Katie Bair) Yoji was raised as both a samurai and a ninja by his evil master, the Golden Shadow, for the purpose of either marrying or killing Yumei. Now his moment of truth is at hand, and he's laying it all on the line in a climactic showdown with his master to save those he loves! b&w ..... $2.99

**Panzer: 1946** #5 (Ted Nomura & various) In real history, Hitler ordered a study of a monster 1500-ton tank, armed with one 800mm gun and twin 150 mm guns and powered by four U-boat engines. In these Altered Wars, this titanic tank becomes a terrifying reality! 48pg b&w ..... $5.95

## Archie Comics

**Archie** 555 (various) Confident he's keeping Veronica from getting jealous, Archie insists a girl who recognises him is mistaking him for someone else. ..... $2.19

**Archie & Friends** 89 (Bill Golliher & Rex Lindsey) When The Archies play at the pre-launch party for Mr Lodge's commercial passenger spacecraft's first flight, their performance isn't the only thing that's out of this world! ..... $2.19

**Betty** 145 (various) Fed up with Veronica's tardiness, Archie asks Betty out instead – but will he be in time for the ever-prompt Betty? ..... $2.19

**Betty & Veronica Spectacular** 69 (Dan Parent) An all-new look! The series takes on fashion, relationship advice, the latest trends, and more! Betty and Veronica decide the "burden" of fashion shouldn't rest entirely on girls' shoulders and give the boys of Riverdale High a makeover. ..... $2.19

**Sonic the Hedgehog** 146 (various) Shadow is back and he's looking for a showdown with Sonic! As if that wasn't enough, other threats old and new are lurking in the darkness. ..... $2.19

**Veronica** 159 (various) Riverdale's resident tycoon is considering a TV show of his own! But with Veronica's friends vying to be his assistant, it may be a one-shot special instead of a series! $2.19

## Avatar Press

**Alan Moore's Hypothetical Lizard** 3 (Alan Moore & Sebastian Fiumara) Rawra Chin's descent into the abyss continues, as his lover Foral Yatt plays a sadistic game of master and servant. How much will one person suffer for love before exiting the stage? Mature readers. b&w ..... $3.50

**new** **Brian Pulido's Medieval Lady Death** 1 (Brian Pulido & Di Amorim) Archbishop Vittorio captures Lady Death's mentor Wolfram Von Bach. Lady Death leads an attack to rescue him, but will she jeopardise the uneasy peace in the process? Variant covers. ..... $3.99

**Brian Pulido's Unholy** 3 (Brian Pulido & Di Amorim) Penny's first major fight with the UnHoly hordes is not going well. She doesn't know her powers and her allies are starting to fall. Is her life after death going to be over before it starts? Variant covers. b&w ..... $3.50

**Frank Miller's Robocop: Officer Lewis** 7 (of 9; Frank Miller & Juan Jose Ryp) The cops are being hunted by the Rehabs, and they don't even have enough bullets to defend themselves. ..... $5.99

**Garth Ennis' 303** #5 (of 6; Garth Ennis & Jacen Burrows) A burned-out, small-town Sheriff must come to grips with tragedy: the gruesome slaughterhouse that blights his town, and the misery that has befallen his own life. Mature. $3.99

**Stargate SG-1: Daniel's Song** #1 (James Anthony & Jorge Correa) The SG-1 team discovers an ancient alien device that promises to bring peace to the past. While attempting to decipher its glyphs a sudden electrical discharge engulfs Daniel. Variant covers. . $2.99

## Bongo Comics

**Bart Simpson Comics** 22 (various) Witness the birth of a salesman when Bart, Nelson, and Milhouse challenge each other to sell the most items for the class fundraiser. ..... $2.99

**Simpsons Comics** 103 (Boothby & Ortiz) Marge Simpson becomes the most popular person in town when the Channel 6 news adopts her eternally optimistic worldview. ..... $2.99

**one-shot** **Simpson Comics Barn Burner** (various; tpbk) Bart takes his life in his hands when he rats out the school bullies, while Homer squares off against Diamond Joe Quimby when he runs for mayor. 160pg ..... $14.95

## Claypool

**Deadbeats** 70 (various) Dracula himself visits Fear City to use his unparalleled power to extract all of King Hermano's secrets from Mason Collier. b&w ..... $2.50

**Elvira** 142 (various) Elvira and pal Roger Sporman create a low-budget monster snowman, which, to their surprise, goes on a rampage. b&w ..... $2.50

## Drawn & Quarterly

**new** **Ed The Happy Clown** 1 (of 9; Chester Brown) Reprinting the 80s series with new covers by Chester Brown, collecting the legendary Ed The Happy Clown story, a work bugled by Frank Miller and Rolling Stone magazine. Mature . 24pg b&w .. $2.95

**Or Else** 2 (Kevin Huizenga) A clever use of the comic book medium to jump back and forth in time. Mix daydreams. Mix reality. Until something is blurred! Mature readers. 96pg b&w ..... $3.95

## Dreamwave

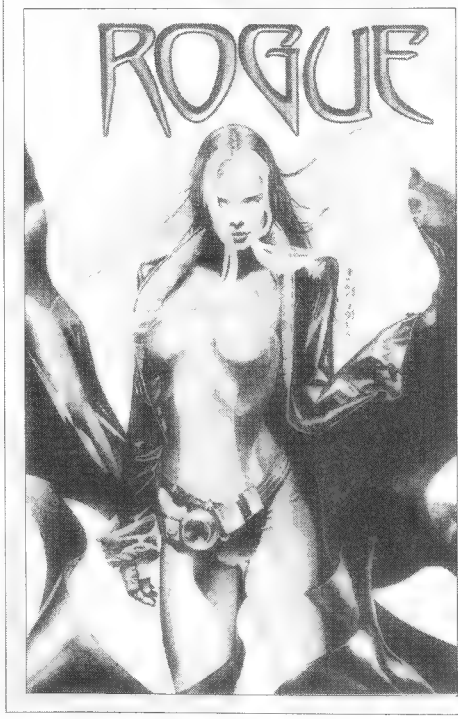
**Pat Lee's Transformers/G.I. Joe** 5 (James McDonough & Adam Patyk + Pat Lee) What is the terrible secret buried beneath Cobra Island? Whatever it is, Starscream and Soundwave want it enough to destroy Cobra Commander if he doesn't give it to them! ..... $2.99

**Transformers: Energon** 32 (Simon Furman & Alex Milne) It's the beginning of the end as Alpha Quintesson and Councillor Avalon's quest for the mysterious Conduit centres once more on the Autobots' human ally, Kicker. ..... $2.99

**new** **Transformers: Energon – More Than Meets Eye** 1 (of 3; Simon Furman & various) Enough Energon facts, figures and profiles to put a smile on the face of any Trans-fananatic. 48pg ..... $4.99

**Transformers: Generation One** Vol 3 #14 (James McDonough & Adam Patyk + Patrick Spaziante) Recovering from Cyclonus' violent assault on their facilities, the EDC tries to equalise the odds by activating its top secret defence plan – Project Centurion! ..... $2.99

**Transformers: Generation One** Vol 3 (JamesMcDonough & Adam Patyk + Don Figueroa; tpbk) Transfan-fave Jetfire




## close-up

### Rogue: Going Rogue

Marvel Comics

*Writer: Rob Rodi*

*Artist: Cliff Richards*

During her time as part of the X-Men, Rogue has been many things – fighter, friend, lover and, now, daughter. When an X-Men mission takes Rogue back to her childhood home in Mississippi, she comes face-to-face with the demons from her past – and a terrible secret that has haunted her family since her birth! Collects Rogue #1-6. 144pg . $14.99

**ON SALE FEBRUARY 23**

returns courtesy of the villainous Starscream, who has, out of fear for his own life, formed an uneasy alliance with the Autobots. 168pg ..... $17.95

**one-shot** **Transformers: Micromasters** Vol 1 (James McDonough + Adam Patyk & Rob Ruffolo; tpbk) With the war effort in shambles and energy levels low, the young Micromasters recruits on both sides start to question why they're fighting for the larger Transformers who doomed their world. 112pg ..... $11.99

**Transformers: The War Within** Vol 3 #6 (Simon Furman & Joe Ng) Optimus Prime returns to take on his archenemy Megatron. But is Prime the 'bot he was? ..... $2.99

**Warlands Vol 4: Malagen's Campaign** 2 (Ernst Dabel & Edu Francisco) The Dwarven Nation mobilises for war, Queen Tarnia reveals a powerful and mysterious artifact and Lord Malagen makes Aalok and offer he cannot refuse. ..... $2.99

# El Capitan

**new** **Stray Bullets Vol 1: Innocence of Nihilism 10th Anniversary** (David Lapham; tpbk) The first of four new anniversary editions, each presenting a complete story arc. This volume collects the first seven issues of the series. Follow the lost lives of people who are savagely torn apart by events beyond their control. 224pg b&w ..... $19.95

# Fantagraphics

**one-shot** **Any Similarity Persons Living Dead Purely Coincidental** (Drew & Josh Freidman) The Friedman brothers' first collection of pointillistic, celebrity-skewering strips and cartoons from the pages of RAW and elsewhere. 92pg b&w ..... $24.95

**Artbabe Presents La Perdida** 5 (Jessica Abel) Carla gets a clue about her friends' true nature and she finally gets back home to Chicago. Mature readers. 64pg b&w ..... $5.95

**The Clouds Above** (various; graphic novel) On their way through the city to school, Simon and his cat Jack keep taking shortcuts that lead them through fantasy worlds of wooden monsters and insatiable appetites, just for starters. Will they make it back home safely? 300pg ..... $16.95

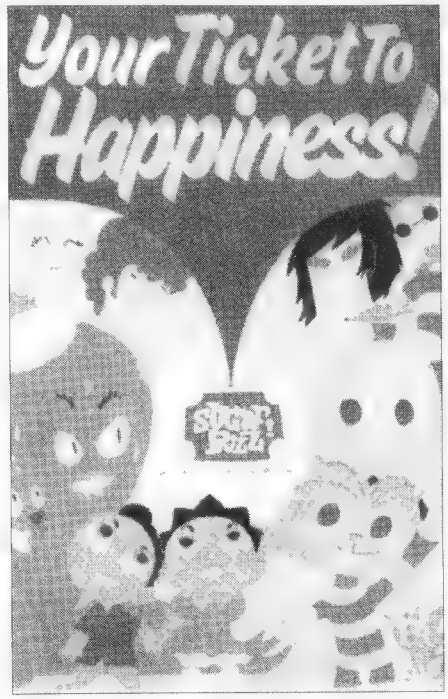
**Comics Journal 2005 Special** (ed Gary Groth) Focuses on the manga invasion. The cover feature is manga superstar Hideshi Hino, whose inimitable style has put him at the front of the horror genre. 180pg ..... $22.95

**Deadpan** 2 (David Heatley) Nine new, bizarre and disturbing dream comics, including the five-page *Portrait of My Dad* – an intimate series of vignettes highlighting the quirky and moving relationship between the author and his father. Mature readers. ..... $5.95

# Image Comics

**The Amazing Joy Buzzards** 3 (Mark Smith & Dan Hipp) The Amazing Joy Buzzards manager Dalton Warner is seething at the kids for signing a movie contract without his permission as the gang heads for Hollywood to transform themselves into screen icons. b&w $2.95

**new** **The Atheist** 1 (Phil Hester & John McCrea) The dead are restless. Rather than wait for Judgement, they have escaped the afterlife and are forcing themselves into the bodies of the living. b&w ..... $3.50




# close-up

## Sugar Buzz Vol 1: Your Ticket to Happiness

Slave Labor Graphics

*Writer:* Ian Carney

*Artist:* Woodrow Phoenix

Collects stories from the last three issues: *Precious and Percival*, two kids on a tropical island with a magical octopus; *Bachelor Speedbump*, the happiest rock group in the world; and *The Lovely Land of Love*, an enchanting place of wonder... unless you have to work there. 136pg b&w ..... $12.95

**ON SALE FEBRUARY**

**Battle Hymn** 3 (of 5; B. Clay Moore & Jeremy Haun + Dave Bryant) In the wake of a disastrous first mission, the death of a hero sparks a renewed focus on why the team was assembled in the first place. ..... $2.95

**Battle of the Planets: Princess** 5 (of 6; David Wohl & Wilson Tortosa) Realising that Keyop has been captured by the forces of the evil Lord Zoltar, the rest of G-Force mobilises to save him. b&w 24pg ..... $2.99

**one-shot** **Big Bang Presents: Ultiman Family** 1 (Garl Carlson + Jeff Pedigo & Greg Kirkpatrick + Mike Kirsten) Ultiman's girl Friday, Lori Lake, must work overtime when a chimpanzee in the space programme develops super powers and makes a monkey out of Ultiman. . $3.50

**Burglar Bill** 3 (of 6; Paul Grist) Follow Constable Flats on night patrol as he tries to make it through to morning without arresting anybody. b&w 40pg ... $2.95

**Cholly and Flytrap** 4 (of 4; Arthur Suydam) Cholly and Flytrap find themselves knee-deep in a mucky feud between power brokers Luvitz and Hobbs. 48pg ..... $4.95

**Darkness** 20 *(Hell House* 4 of 4; David Lapham & Lapham + Brian Denham; *Top Cow)* Darkness-bearer Jackie Estacado's battle with rival mobsters in an Atlantic City casino is anything but what it appears to be! ..... $2.99

**one-shot** **The Darkness: Black Sails** (Ron Marz & Keu Cha; *Top Cow)* When Miguel goes after a Spanish galleon holding a massive treasure, he finds the mother lode has a guardian even the Darkness may not be able to combat! ..... $2.99

**one-shot** **Deity: Requiem** (Robert Place Napton + Michael O'Hare & Aries Mendosa + Michael Kelleher) *See Close-Up on following page.*

**Detonator** 4 (Mike Baron & Mel Rubi & Barbara Kaalberg) Detonator has set in motion forces he cannot control, pitting crime boss against crime boss, with the fate of the world in the balance. . $2.50

**A Distant Soil** 38 (various) The Hierarchy holds the fate of Earth in its hands and if the rebellion doesn't surrender, they will release the power of their young Avatar and destroy the Earth. 40pg b&w ..... $4.50

**one-shot** **Frankenstein Mobster Vol 1: Made Man** (Mark Wheatley; tpbk) Collects Frankenstein Mobster #0-7. In one 36-hour period, Monstros City will be ripped apart by gang warfare and rioting monsters. It will be snared in dirty politics and dark magic. And for the first time, a stitched-together creature called the Frankenstein Mobster will stalk the streets seeking deadly justice 256pg ..... $19.95

**one-shot** **Freak Show** (Bruce Jones & Bernie Wrightson; graphic novel) A humble man, lonely at heart, seeks out the world's rejected souls, taking these misbegotten outcasts under his wing in a traveling show of oddities. b&w 64pg ..... $12.95

**Freedom Force** 2 (of 6; Eric Dieter & Tom Scioli) A daring daylight bank heist orchestrated by the malevolent Mafioso Pinstripe leads to tragedy when a young boy risks his life to save Minuteman. ..... $2.95

**The Gift** 10 (various) An overweight high school boy learns first-hand the price of being different, and an ancient evil, unlike any seen before, rears its ugly head. ..... $2.99

**new** **Hunter-Killer** 1 (Mark Waid + Marc Silvestri & Joe Weems + Steve Firchow; *Top Cow)* Led by Wolf and Ellis, the Hunter-Killers are out to save the world from paranormals – and they'll go to whatever extremes they must! Variant covers. ..... $2.99

**Invincible** 21 (Robert Kirkman & Ryan Ottley) Many months have passed since the original Darkwing's death, and there's a new Darkwing in town. $2.95

**Kane Vol 4: Thirty-Ninth** (Paul Grist; tpbk) Collects Kane #19-25. Rico Costas is only a two-bit villain, but he's managed to make himself the target of The Blind Man: a legendary hitman who tracks down his victims by listening to their heartbeats. 168pg b&w .... $13.95

**Lions, Tigers & Bears** 2 (of 4. Mike Bullock & Jack Lawrence) If Joey thought moving to the next town was bad, what's he going to think when he realises he's been transported to another world and that his stuffed animals have come to life? ..... $2.95

**new** **Lullaby: Wisdom Seeker** 1 (Mike S. Miller & Hector Sevilla) A strange force has been twisting the magical world and making its way toward Wonderland. Alice, who has become the right hand of the Queen of Hearts, sets out to find out what this dark magic is and perhaps find her way home in the process. ..... $2.95

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**Small Gods** 7 (Jason Rand & Juan E. Ferreyra) Bobby Pope is running out of places to hide. Lucy Naylor grudgingly takes him in, but when Theodore Irvine and his corrupt cops track them down, the suburbs of Denver erupt into a war zone. b&w ..... $2.95

**one-shot** **Strykeforce Paperback** (Marc Silvestri + Jay Faerber & Brandon Peterson + Tyler Kirkham, tpbk) Get the entire action-packed saga of Morgan Stryker and crew all under one roof! 240pg ..... $16.99

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**Love as a Foreign Language** Vol 2 (J. Torres & Eric Kim; graphic novel) Hannah, the new receptionist at the school Joel teaches at, on the other hand, is looking mighty fine. But will the girl of Joel's dreams ever actually make it into his days or did he extend his stay in Asia for nothing? Mature. 72pg b&w . $6.95

**Queen & Country Declassified** Vol 2 (Greg Rucka & Rick Burchett) The Hong Kong handover is about to take place and after midnight the island city will be under someone else's jurisdiction. Mature. b&w ..... $2.99

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**Captain Gravity and the Power of the Vril** 3 (various) Captain Gravity encounters the Guardians of Thule in Libya and discovers that he is not the sole agent of gravity. ..... $2.95

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**Ai Yori Aoshi** Vol 8 (of 13; various; graphic novel) Does size really matter to Kaoru? Aoi thinks so and is willing to try anything to boost her bust. Mature readers. 192pg b&w ..... $9.99

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**GTO** Vol 23 (of 25; various; graphic novel) What can Onizuka do to help Miyabi improve her relationship with her parents? Kidnap her of course! Mature readers 192pg b&w .... $9.99

**Hyper Police** Vol 2 (of 9; various; graphic novel) When Sakura reveals that Natsuki was arrested for bounty hunting without a license, Batanen and her sidekick, Tomy, decide to rescue the cat-girl. Mature. 192pg b&w .... $9.99

**Instant Teen: Just Add Nuts** Vol 3 (various; graphic novel) The new school nurse-Shinobu Nanao-knows Natsumi's secret and the mystery behind the pink nuts. 192pg b&w ..... $9.99

**Jing King of Bandits Twilight Tales** Vol 3 (of 6; various; graphic novel) Jing and the gang are on prowl for the Lost King, who only appears when there is coronation and a sacrifice. 196pg b&w ..... $9.99

**Kare Kano** Vol 14 (of 18; various; graphic novel) Slowly, the inner demons of his past begin to surface and Arima learns just how much he is like his own mother. 192pg b&w ..... $9.99

**Love or Money** Vol 2 (of 5; various; graphic novel) Yenni's plan is working out perfectly! She manages to convince Jay and his family to move in. What she didn't expect was for In Young to show up and squat on her plans. 192pg b&w ..... $9.99

**Mahoromatic Automatic Maiden** Vol 5 (of 7; various; graphic novel) Suguru wants to keep Minawa hidden from the Keepers, a mysterious force designed to prevent the alien-earthling conflict from getting too out of hand. 192pg b&w .... ... ..... ..... ..... $9.99

**Mouryou Kiden Legend of the Nymphs** Vol 2 (of 3; various; graphic novel) Ayaka and Kurama, with Mikage's cooperation, set their sights on Fuyo-Den, to try to find the meaning behind Kai's mysterious behaviour! 192pg b&w ..... $9.99

**Neck and Neck** Vol 2 (of 4; various; graphic novel) Rose, leader of the Black Rose gang at Dabin's old high school, tracks her down and is trying to raise hell by recruiting Minhyuk, the gang leader at Dabin's new school. 192pg b&w $9.99

**Pita Ten** Vol 8 (of 8, various; graphic novel) As Misha studies for her angelic examination, Sasha tries her best not to let anything or anyone distract her, especially Kotaro. 192pg b&w .. $9.99

**Planet Ladder** Vol 7 (of 7; various; graphic novel) All nine worlds rest in the hands of Kaguya, The Chosen One She knows she can only save one out of nine worlds, but why just stop at one? 192pg b&w . .. ... .. . ... ..... ..... $9.99

**President Dad** Vol 2 (of 6; various; graphic novel) It's time to inaugurate President Dad and the position of First Lady is up for grabs. 192pg b&w $9.99

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**new** **Qwan** Vol 1 (various; graphic novel) Meet Qwan He eats demons for breakfast! In the mystical lands of ancient China, where magical beings are a part of everyday life, this strange boy and his winged companion Teikou are on a quest to find the purpose of his existence. 192pg b&w ... ..... $9.99

**Saiyuki** Vol 7 (of 9; various, graphic novel) When Sanzo and Gojyo set off on a journey to find the twins and free their friends, they discover that the twins are working for a mysterious figure that is due for some punishment Mature readers. 192pg b&w ..... $9.99

**Sgt Frog** Vol 7 (of 8; various; graphic novel) When Koyuki, a new student, instantly falls in love with Natsumi, the secret of the Hinata family might be in jeopardy! 192pg ..... $9.99

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**CLAMP School Paranormal Investigators** Vol 3 (of 3; various) Something mysterious is about to happen at Clamp School, and the cause may be out of this world! 192pg b&w .... $7.99

**Slayers** Vol 3 (of 6; various) Lina Inverse discovers that it was none other than Rezo, the Red Priest, who placed a price on her head! 192pg b&w .. $7.99

# INTERNATIONAL

## Black Library

**one-shot** **Bloodquest: Eye of Terror Trilogy** (Gordon Rennie) Cast out of the Blood Angels Chapter for losing an ancient relic on the field of battle, Captain Leonatos leads a small group of his brothers on a quest to recover it from the hands of the dark legions of Chaos 256pg b&w ..... £7.99

**one-shot** **Complete Tails From Ten Tailed Cat** (Marc Gascoigne & Christian Dunn, graphic novel) The Ten-Tailed Cat in the back streets of Talabheim is a notorious gathering place for thieves, raconteurs, and the tellers of tall tales. 256pg b&w . ... ... ... ... ... £7.99

**Warhammer Monthly** 88 (various) Kal Jerico, the galaxy's most debonair desperado continues to kick butt in *Crimson Tide*, while Ephrael Stern fights against the dark forces of Chaos in *Daemonifuge III*. b&w ..... £2.50

# UK NEWSSTAND

## DC Thomson

**The Beano** 3240-3243 (weekly; various) Classic kids humour anthology featuring Dennis the Menace, the Bash Street Kids, and all your favourites. ..... £0.55

**Beano Superstars** 156 (various) One complete strip of the long-running humour anthology. 36pg ..... £0.65

**Classics from the Comics** 102 (various) Anthology reprinting classic cartoon strips from DC Thomson's ' Beano and Dandy. 68pg b&w .... £1.20

**Commando Action and Adventure Stories** 3741-3748 (eight per month; digest; various) Featuring one self-contained comic strip per issue. Some new material. 68pg b&w ..... £1.00

**The Dandy** 3270-3273 (weekly; various) Classic kids humour anthology featuring Desperate Dan, Korky the Cat, and all your favourites. ..... £0.55

**Fun-Size Beano** 169-170 (fortnightly; various) Pocket-sized spin-off from the Beano featuring Dennis the Menace, and all the usual suspects 68pg ..... £0.60

## Panini Comics

**Action Man** 119 (four-weekly; various) Action Man travels to central Africa on his latest adventure, to investigate some strange drumming noises in the heart of the Moujaff jungle! 36pg ..... £1.75

**Astonishing Spider-Man** 120 (four-weekly; various) Peter's doting aunt has finally learned that her frail nephew is Spider-Man. 76pg ..... £2.40

**Avengers United** 49 (four-weekly, various) Continuing The Kang War epic, backed by a reprint from the Avengers archives. 76pg ..... £2.40

**Batman: Legends** 16 (four-weekly; various) Batman continues in adventures that have fallen into folklore. 76pg ..... £2.40

**Cartoon Network** 83 (four-weekly; various) Your fave Cartoon Network characters, including Dexter's Laboratory, Johnny Bravo, Powerpuff Girls and loads more! Plus: free gifts, competitions and all the latest toon info 52pg . . . ..... £1.75

**Doctor Who Magazine** 352 (four-weekly; Gray & various) Marvel UK's longest running title. Includes articles, interviews and news on the forthcoming BBC series. 52pg .. ... ..... £3.40

**Essential X-Men** 121 (four-weekly; Claremont + Morrison & various) Reprints the adventures of the New X-Men and Team X-Treme, with occasional X-related crossovers. 76pg ..... £2.40

**Marvel Rampage** 4 (various) Two six-page strips per issue, starring such delights as Wolverine, the Hulk and the Fantastic Four. 44pg ..... £1.75

**Mighty World Of Marvel** 24 (four-weekly, various) Classic anthology, featuring Miller and Janson's Daredevil, Thomas and Trimpe's Hulk, plus Nick Fury, Agent of SHIELD by Steranko. 76pg ..... £2.40

**Scooby Doo** 21 (four-weekly; various) Regular vanquishing of baddies who "would have done it if it weren't for those pesky kids" guaranteed. Also contains competitions, activities, quizzes and more! 36pg ..... £1.99

**Spectacular Spider-Man** 113-114 (three-weekly, various) Title for younger readers, with games, posters and an original UK strip featuring classic Spidey villains. 36pg ..... £1.50

**Tom & Jerry** 84 (four-weekly; various) Comic strip stories featuring probably the world's most well known cartoon duo, plus free gifts, puzzles, games, drawing and posters. 36pg ..... £1.99

**Ultimate Spider-Man** 38 (four-weekly; Bendis & Hairsine + Miki) A double helping of Ultimate Six, featuring The Ultimates and a clutch of Spidey's deadliest foes. 52pg ..... £1.95

**Ultimate X-Men** 24 (four-weekly; Millar & Finch) Everything you thought you knew about the X-Men is wrong! 52pg . ..... ... ..... ..... £1.95

**Wolverine & Deadpool** 108 (four-weekly; various) Current and classic solo Wolverine tales, now with added insanity from the Merc With The Mouth. .. £1.95

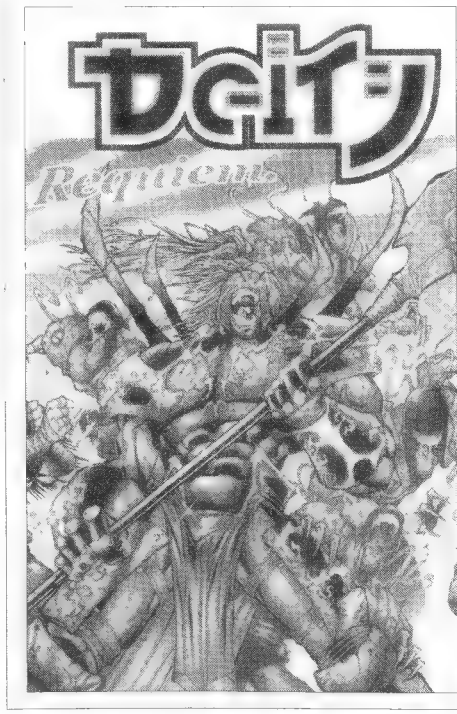
## Rebellion

**2000AD** #1424-1427 (various) The battle for the ancient Celtic city of Tara reaches its epic climax in *Slaine*, and Russian rogue Nikolai Dante faces off against a lethal bio-weapon in *Agent of Destruction*. ..... $3.75

**Judge Dredd Megazine** 228 (various) Hondo's ronin warrior falls into bed with the Taoka Corporation in *Shimura: Deus X*, and the sleazy rider himself is back in *Cursed Earth Koburn: Burial Party*. 100pg ..... $11.99

## Striker 3D

**Striker** 76-79 (weekly; Pete Nash + various) Football comic starring ex-Sun newspaper Warbury Warriors. Two CGI strips plus reprint of *Billy's Boots*, old Sun *Striker* strips and features. ..... £1.50




## close-up

### Deity: Requiem

Image Comics

*Writer:* *Robert Place Napton + Michael O'Hare*

*Artist:* *Aries Mendosa Michael Kelleher*

Jamie, The Deity, is missing. She's been kidnapped by the Dark Gods and the mysterious Lord Pyre. A band of warriors and bickering rivals form an uneasy alliance in a desperate bid to save her and prevent a cosmic shockwave that could tear apart the very threads of reality! 56pg ..... $6.95

**ON SALE FEBRUARY**

# Q&A

**345 Ditchling Road, Brighton BN1 6JJ**

***Baffle us with comics questions, or save us with answers!***

## Look In

"Mad" Steven Morrell
881 Barnsley Road
Sheffield Lane Top, Sheffield S5 0QJ

DOES anyone own the rights to the strips from **Look In**? If so, is anyone out there interested in putting out a *Space 1999* strips compilation trade paperback of **Look In** material?

*Somebody should. There's a fantstic wealth of first rate material there.*

## Horak's James Bond

Mr P Savage
660 London Road
Thornton Heath, Surrey CR7 7HU

THE recent Jeff Hawke exhibition mentioned in **CI** #178 brought back fond memories of another daily newspaper strip that was popular during the same period; namely *James Bond* drawn by the artist Horak, whose style was as distinctive as Steve Ditko's.

How long did this particular strip last and have any of these stories ever been reprinted in large format similar to Jack Kirby's *Sky Masters of the Space Force*?

*Australia's Yaroslav "Larry" Horak took over the Bond strip in the **Daily Express** from John McLusky, who drew 13 adaptations from the initial 1958* Casino Royale *to 1965 when Horak took over, adapting* The Man With the Golden Gun *before producing 31 new stories up to 1983 (with MAD's Harry North filling in on* Doomcrack, *during the **Daily Star** published final two years).*

*Titan Books, currently collecting the strips, has reprinted Horak's first work, as well as his* Octopussy *but is now focused on the earlier McLusky ones.*

# Answer Updates

*Readers provide answers for previous issues' questions*

## Severin in War Picture Library, plus Toth!

David Roach via email

FOR young Dave Gibbons who was wondering if Joe Kubert ever drew for a **War Picture Library** (**CI** #179), I'm pretty sure he didn't.

Steve Holland and I have comprehensively indexed Fleetway's various WWII comics (**War**, **Battle**, **Air Ace**, **War at Sea**, etc) and for my part I've personally seen the vast majority of them and never come across any Kubert anywhere. It might be that an impressionable fan mistook one of the grittier foreigners like Victor De la Fuente or Fernando Fernandez for the great man and the rumour spread.

As for John Severin's lone effort, his story *Crack Up* was first printed in **Battle Picture Library** #9 in May 1961 and was subsequently reprinted at least twice over the following two decades. I believe Severin was contacted by a British art agent in New York but evidently the job wasn't interesting or lucrative enough to inspire him to work for Fleetway again.

It's worth mentioning that for their part Fleetway probably wasn't desperately looking for American artists since they were already using the cream of Spanish, Italian and Argentinian artists (as well as a smattering of French, Portugese, Maltese and even Russian talent).

To put things in perspective I know of over 50 Argentinians and at least 132 Italians who worked in British comics in the '50s and '60s. These figures are dwarfed by the Spanish however; I've identified 265 Spanish artists working over here, with more names appearing all the time – and most of them were fantastic. Mind you, even with all this talent at their disposal I do know of at least one more American who was picked up by Fleetway – Alex Toth! Believe it or not, Toth drew the first three instalments of *Password To Freedom* in **June & School Friend** in mid-1966, a war story which was a sort of cross between *Heidi* and *The Guns of Navarone*. The strip ran from May 28th to September 3rd 1966, with Toth contributing full art for the first two episodes and pencils to the third which was inked by Giorgio Trevisan.

Trevisan went on to draw most of the rest of the story very much in the Toth style and the whole thing is very attractive indeed. Quite how or why Toth came to draw the strip I have no idea but there it is nonetheless – now try finding it!

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# Comment

***CI, 345 Ditchling Rd, Brighton BN1 6JJ (comicsinternational@yahoo.co.uk)***

*Comment is a forum to enable fans and professionals alike to express their personal points of view on aspects of the comics industry. As such, the following opinions do not necessarily reflect those of this publication, but space will be given in subsequent issues to well-reasoned opposing views. Submissions are edited only for grammar, clarity and brevity.*

## Drawing comics in France

**Comment by Roger Mason, via e-mail: rogermaso.n@virgin.net**

WHILE studying illustration at Norwich School of Art & Design I got the chance to spend three months in France on an exchange program. I snatched at it eagerly after my tutor pressed me into going, and it turned out to be an enlightening and consequential experience.

Until then I had no idea about French comics, and cared even less. You see, I was going to be the main *Dredd* artist within a year of leaving college and, if that failed, at the very least I would be filling in on the odd *Future Shock*. That would be while I was talking to DC about landing the **Hellblazer** gig and being invited over to Alan Moore's for tea.

A few years of portfolio queues and the black hole that is the Post Office brought me to my senses, but six years out of college and I've just completed the art for **Une Affaire Des Sorciers**, my second bande dessinee (BD) for Emmanuel Proust Éditions with writer Laurent-Frederick Bollée, published in October.

I did land a *Terror Tale* at **2000AD** along the way, and I talk to the Americans, but right now it seems to be happening across the Channel, and that's fine by me.

I began to make in-roads into the French industry in 1999, when I first went to Angoulême with my then-girlfriend Stef, who happened to be French and able to speak perfect English.

I had colour and black and white artwork to show so, with my portfolio, we did the rounds in the two enormous tents which fill the Place du Champs de Mars; the section of the festival where the publishers hang out, do business and sell truckloads of BDs.

Angoulême is an awesome convention and a must for any serious wannabe. There is so much to relate about it; so many cool things that throw the UK industry into sharp relief that you can find written about elsewhere, but suffice to say that when you see coachloads of school children on day trips clogging up the town and that the street signs are actually little word balloons, well...

My command of French back then wasn't so hot, but with Stef's help I met a few industry types and got some encouraging feedback. At least, that's what Stef said.

The second time we went was better. In 2000 I came away with good contacts at some of the biggest publishing houses, including Casterman, Dargaud and Les Humanoides Associés. Through Dargaud I was introduced to Bollée, and we went away to cook something up.

In the end it wasn't their cup of tea, and I remember a protracted negotiation (there are three editors at Dargaud who have to agree for a title to be given the green light). For a time it looked as though they would pick up our project, entitled **Ordalie**, but in the end they turned it down.

EP Editions approached us after reading an on-line interview with Bollée, and offered us the chance to do a one-shot. Bollée radically re-worked the **Ordalie** concept and turned it into **London Inferno**: a black and white, soft cover, 80-page BD that was released in November 2003.

This format is considered low-profile in France (black and white not selling anywhere near as well as colour), so when EP offered Bollée and I the chance to adapt the George Chesbro crime novel **An Affair of Sorcerers** into a BD, I was pleased to hear that it would be coloured. Hardcover, to be released in two installments of 46 pages (a 'classic' format BD), **Mongo Le Magnifique 1: Une Affaire Des Sorciers** will have a higher commercial profile than **London Inferno**.

It's not obvious how the French industry works when you see it for the first time. With so many editors to hassle, I believed that work would be abundant. The only problem I could see (overlooking, as I do, any glaring technical deficiencies in my draftsmanship and storytelling ability) was convincing them that I could understand scripts in French. As it turns out there's a bit more to it than that.

The bulk of the market is made up of home-grown talent and material, stylistically tending towards simple linework and conventional page layouts. It is a different style to English and American comics, and that is how the French fanboy likes it.

I was told, and still am, that my

style is "too American" to work in France (which annoys me no end, especially when I am told by the Americans that my work is "too European"). Don't go skimping on backgrounds either, because they don't go for Eisner-esque page layouts and fiendishly clever cartoon devices. One editor thought it unnecessary that some of my figures stray outside the panel border. Splash pages are uncommon, and most pages will have upwards of eight panels on each, prompting many BD artists to work on A2.

The drawing style also needs to remain consistent. My work can veer from the graphic to the sketchy in the space of a page, and some French editors will not accept this. I find that the artwork in a lot of BDs either resembles an advertising storyboard or stills from an animated movie. As far as I know there are no penciller/inker partnerships and it could be a waste of time to go to France with this method of working in mind.

If you are a writer, editors like to see pitches for trilogies, 46 pages per book. Stray from this and your pitch may not even be read. The French love sequels with stable creative teams (as do we all), and look no further than **VIII**, or **Blueberry** for prime examples of this. Unless you are related to the editor in question, you should definitely get the pitch translated.

"Too comics" is another one I hear a lot, 'comics' being how they classify English and American titles. Comics are big in France, with all of the big-name creators being revered, and it was a French art student who tried to tell me in broken English how great **Hellboy** was, way back in 1997 before I had heard of it.

Comics are loved in France, even some of the superhero books that we might get embarrassed by. The more discerning fan – the lovers of the medium (and everyone I've met who works in the industry) – will pick up anything no matter where in the world it's from.

If it's an English title they'll likely prefer to read it in the original version, and shun the translation. But comics are not considered to be mainstream, and I'd say that the average BD reader (who lives right across the demographic) mainly sticks to the home-grown material.

If you are wondering how important language is and if it's true that all French people speak perfect English, well, it is, and they don't. But if you make the effort, then they will too.

An editor of my acquaintance is wondering where all the English creators are, and his name is for sale... at the right price.

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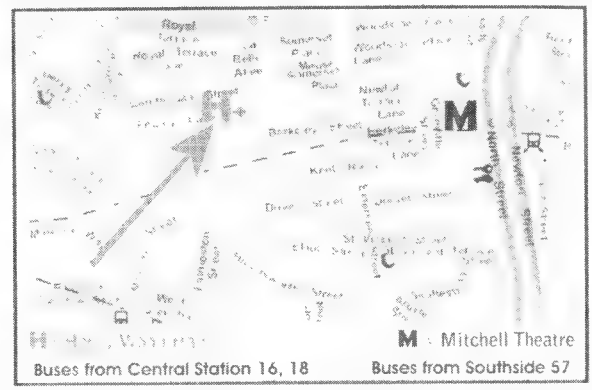

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# 21st century Spidey-Man

**Comment by Richard Domar, Wolverhampton**

GWEN Stacy is dating Peter Parker but opens her legs for Norman Osborn, and gets pregnant. Had this been a plotline in **Amazing Spider-Man** some 400 issues ago there would have been a massive readership outcry with at least a lynching. And yet in **ASM** #512 J. Michael Straczynski has us believe that this is actually what did happen.

I'm sorry but I don't buy it. This is simply beyond belief and while I have been a big fan of Straczynki writing, this particular entry into the Marvel mythos is nothing short of blasphemy. JMS has dropped a major bombshell on readers which is the whole object, to entertain, but quite frankly he has done himself no favours here.

Anything else might have been fine, but to take a girl who was protrayed as 'wholesome' and put her with Osborn, a man old enough to be her father, and willingly too... it's like something out of a *Dynasty* plot. Had she been raped the storyline might have been more believable, especially given Osborn's violent nature, but even then this whole thing would smell of sensationalism.

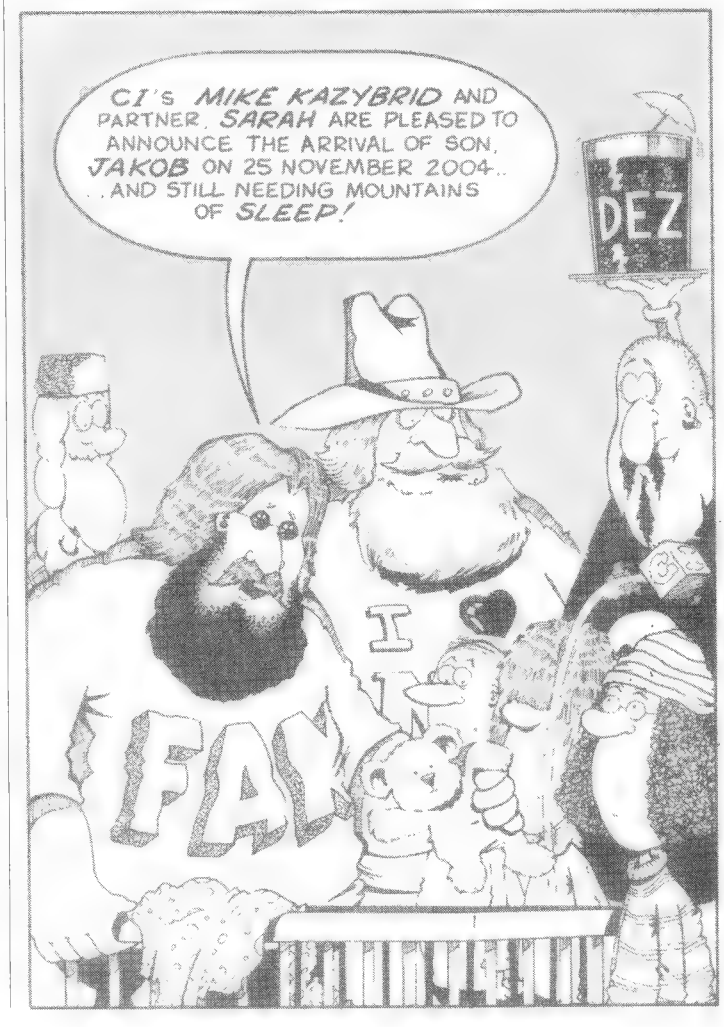
This revelation about a character who was killed off a long time ago annoys me because it revamps the whole relationship Gwen and Peter had. It's now a bad thing, because it means Gwen cheated on Peter. That's so out of character for someone we fans grew up with that it now feels like we've been smacked in the head. Not a nice feeling, I can tell you, and it's something we readers do not deserve. Straczynki is the one who (now) requires a good kicking.

It's unlikely Gwen and Peter ever had sex but that's not beyond the realms of possibility, except I very much doubt if anyone reading the books then cared all that much. They were clean-cut kids basically and pre-marital sex was probably a taboo subject. Fans, of course, would speculate, the X-rated version stuff, but 400 issues ago in the comics they were having fun together.

This new revelation is disturbing in its portrayal of a nice girl who hasn't done it with Peter but decides to with an older man. Mary Jane was the 'wild' girl, so her doing it with anybody would be believable. She was the bad girl to Gwen's good girl. Now we're meant to believe the opposite. That just sucks, and JMS has in my opinion dropped a major bollock.

You'll notice I've fixated on this Gwen reveal and not mentioned the birth of twins, who grew quick and want some kind of revenge on Peter. A ridiculous storyling if ever there was one, but it's a comic so I can accept it.

Gwen becoming a 'slag'? No, that I can't.


CJ'S MIKE KAZYBRID AND PARTNER, SARAH ARE PLEASED TO ANNOUNCE THE ARRIVAL OF SON, JAKOB ON 25 NOVEMBER 2004.. ..AND STILL NEEDING MOUNTAINS OF SLEEP!
DEZ
FAT

# Rich Johnston's LYING IN THE GUTTER

*The mild-mannered creator of the Internet's original comics industry rumour and news column has outraged many a publisher and survived more than one change of website. Despite several attempts to stop it, the Squiddy Award-winning gutterpress site continues to thrive, with over 20,000 hits a week at its home of* www.comicbookresources.com

*From his unique vantage point, Rich often scoops the industry newshounds with his stories. Here are the highlights from this month's Gutter...*

## Take A Couch, Superman

Mort Weisinger used to be editor in charge of the Superman titles at DC Comics, graduating from SF pulp magazines, and is famed for his hands-on approach to comics with Superman. He's certainly famed for inventing some of Superman's more long lasting concepts.

It's said that he sought out ideas intended to inspire children's imagination and tested concepts on them, even asking children what they'd like to see in a Superman comic.

But what I didn't know until Alan Moore mentioned it as part of the *Chain Reaction* radio chatshow recorded last week was that all these concepts were drawn from psychoanalyst sessions with Mort. The remergence of Krypton aspects into the book, his own reconciliation with his immigrant past. The Bottle City Of Kandor representing his repressed and bottled up memories of home. The Bizarro Superman as an expression of his own dual identity and wishes to destroy what he created.

The interview was mostly an Alan Moore 101 for a mainstream over-40 audience, but a very entertaining one. We know that Moore decided to reject all credit and monies for film adaptations of his work after **League Of Extraordinary Gentlemen** – we didn't know he got calls giving him huge wodges of money for **V For Vendetta**, **Watchmen** and **Constantine** all in the next couple of weeks.

Moore says however that he did really enjoy the thought of a Hollywood exec being told this and saying "But... if he doesn't want money... what does he want?"

## Unstable Speech Balloons

Did you all buy the first **Fantastic Four** hardcover? I did. Did your copy have a printing error? Mine did. Did everyone's? Seems so, All the speech balloons from two pages turned up on one page by mistake.

You know, there were similar lettering problems with that **Daredevil** hardcover. For such high-production-value-items, twice is a little problematic. Hope they'll all be fixed for the Barnes And Noble three-in-one edition.

## Friendly Ghost Writer

According to the latest Orbit Ezine, via *Alien Online*, Mike Carey is writing a new supernatural thriller prose series, provisionally titled **Castor** commenting, "They will feature a freelance exorcist by the name of Felix Castor, and if you think a male British version of [Orbit's tremendously successful authors such as] Laurell K. Hamilton, Kelley Armstrong, Tanya Huff or Charlaine Harris you won't be far wrong.

"The first book is scheduled for early '06, but readers wanting to get an idea of what to expect should check out **Lucifer** and **Hellblazer** to whet their appetites."

Mike's been hawking this around since the summer of 2003... good to see someone has bit. And taken quite a mouthful.

## Turning A Crisis Into A Drama

The Crisis 2 saga continues. Written by Geoff Johns, drawn by Phil Jiminez, it appears that **Identity Crisis** and other events across the DC Universe will provide plot points that will all tie into next summer's extravaganza at DC. Look for a number of books to start kicking things off.

An early indicator will be in the **Adam Strange** series. Keep your eyes open over there for something that will kick off **Crisis 2**... whether in the book, or on a spinoff series entitled **The Rann/Thanagar War**.

I'm told other events contributing to the overall revamping and adrenaline injection of the DC Universe include story arcs entitled *Day of Vengance*, *Villains United* and *Amazons Attack*.

*continued on next page...*

# Networks

**Comics news and gossip on the Internet**

***Compiled by Chris Rice and his team of Netmites***

## Net sightings

### McFarlane bankruptcy

THE comics message boards went crazy on December 18, following an Associated Press story headed: *Spawn Publisher in Bankruptcy Court.*

It appears that the successful jury ruling in favour of former National Hockey League player Tony Twist against Todd McFarlane has pushed the millionaire into seeking Chapter 11 protection from creditors for his Todd McFarlane Productions Inc comicbook business.

In January a St Louis jury awarded Twist a massive $15 million when they determined that McFarlane had profited by using Twist's name without permission and that the ex-sportsman's "publicity rights were infringed".

McFarlane's appeal that his work was free speech was rejected without comment by the US Supreme Court. Quite how McFarlane had "profitted" by what he probably saw as a joke remains to be seen.

For latecomers, **Spawn** #6 featured a New York mob boss with the name Antonio "Tony Twist" Twistelli.

Simply put, Chapter 11 bankruptcy, a protection Marvel had successfully employed in the mid 1990s, allows a debt-ladened company to continue trading and reorganise its finances without any creditor being able to damage the company further by suing for recovery of prior debts.

The onlyconsolation to those owed money is that a majority of creditors must approve any reorganisation plan.

Hot for comment, the *Arizona Republic*'s Craig Harris posted that McFarlane could not be reached for comment and that Wanda Kolomyjec, McFarlane's wife and a director of the company, had no comment to make.

After the debt to Twist, Todd McFarlane's own toy company is listed as the second-largest creditor, being owed $683,902. Nine "contract artists" are owed a total of $60,430, and a collection agency is owed $7,649.

...Which, outside of McFarlane Toys and the Twist affair, isn't really much when you consider that he says his seven companies last year had annual sales in excess of $50 million.

But while it allows the Spawnster to carry on with business as usual, it's not a very nice Christmas present for the "contract artists" who helped launch his empire. Such people as Angel Medina (owed $3,960), Brian Haberlin ($13,600), Brian Holgiun ($8,800), Comicraft ($2,200), Danny Miki ($4,070), Greg Capullo ($18,250), Greg Scott ($1,750), Jay Fotos ($5,600) and letterer Tom Orzechowski ($2,200).

And then, of course, there's an "unspecified amount" owed to Neil Gaiman following his successful lawsuit against McFarlane.

### The jackals bay

TYPICALLY, comic fans being the animals they are, out of the initial wave of bile and cynicism, nobody has commented on the plight of the artists or the cannyness of McFarlane's legal manoevering, instead delighting over what they see as some moral and just desserts for a man who was once the people's champion.

One of the first posters, Scott on *Comicon.com*'s The Beat message board, simply said: *So he's about as reliable at paying creditors as he is at getting Spawn out on time.*

However, amid lots of cries of victory, bwa-ha-ha, pithy "neener, neener", "karma, karma, karma" and "serves him right" postings, CapnVball attempted to redress the balance, saying: *Sounds like a lot of gloating to me. I am not a huge fan of McFarlane's comics, but as someone who has worked within the legal system for a number of years, I am extremely cautious about drawing conclusions about an individual's character and business practices from the sort of information disclosed.*

*Further, put me on the jury in any of the Twist/McFarlane trials and you would be hard pressed to convince me that the use of Tony Twist's name, intentional or otherwise, could be in any significant way profitable to McFarlane – or, for that matter, damaging to Twist, who plied the trade of a thug on skates for years.*

*A reasonable human being would have had a good laugh at his portrayal in* ***Spawn*** *and moved on. The whole suit smacks of pathetic, lame moneygrabbing and should have been recognized as such. That a legal system can occupy itself with such rubbish is a testament to its own waste, greed and decline.*

*As far as McFarlane goes, the man runs a great toy company. Good luck, Todd – don't let a bunch of jealous whiners get you down!*

However, one Stalzer 2002 strongly disagreed: *I think comic fans have every right to piss on him as he goes down. He made a lot of money off of us. He took advantage of the early 90s comic boom and once he made his money, he left. The comic industry could have used a few books pencilled by him in the past few years, but he thumbed his nose at the industry and concentrated on making toys. The industry brought him to where he was, and when it fell, he pissed on it.*

*All I'm saying is what goes around comes around.*

Eddie Young then rebutted with: *How could he be expected to concentrate strictly on comics when he has a huge company to run? Its like saying a huge CEO should still sort the office mail, because he started off in the mailroom. And I know he isn't fucked yet, Marvel did the whole Chapter 11 thing too, but the fact that soooo many vultures are waiting for this guy to die is disturbing. Also the fact that that ex-hockey playing goon, Tony "Cunt" Twist was the straw that broke the camel's back pissed me off all to hell, how can any true comic fan smile when the fact is that that lawsuit fucked Todd up the most. I remember that comic book message boards all over the net were livid over Twist suing* ***Spawn****. Where is the unity man??*

Antonio followed with: *If anyone wants to hold Todd McSellout's hand and defend every criticism thrown against him, stop bitching at people to leave him alone – deal with it. Nobody held a gun to his head to leave Marvel. Nobody said he had to start his own imprint, what was wrong with going to work at DC or DarkHorse? The reason is because his ego was way too big to work for someone else. Is there something wrong with him wanting to start out on his own? Hell no! But the results are in. He's obviously a much better artist than a CEO. Late books, firing Bendis, screwing over Gaiman all those years, his abandonment of being an active artist(which made him who he is) and finally the Tony Twist fiasco. Now you can post*

time and again about how you think I'm wrong, but the facts are the facts. And the facts don't lie.

Pete Anderson then threw in his take on things saying: *Quite a master move by McFarlane, because if you believe he really has problems of money you are wrong. But doing this allow him time to get the appeal for Tony Twist, the appeal for Gaiman and at the same time it will cost some money to both Twist and Gaiman while ths pans out. Because as the demands were made against the top company by both Gaiman and Twist, this does not include the branches and also allows a full year of burning time. Quite a master move as I said. Not very honorable, but legal.*

Alex Dynamo agreed with: *Yes, I think you are right. I think all McFarlane is trying to do is avoid paying Tony Twist. Because, if you look at the list of debtors the biggest is Tony Twist; the total of the rest is just a little over $50,000 (I am sure McFarlane could spring $50,000 from his pocket). So, I think he is intent on not paying Tony Twist a cent. And to tell you the truth as much as I hate McFarlane, in this case I am taking my hat off to him (or he has really good advisors). And, yes I don't see how McFarlane profited from the Tony Twist character (but he should have been more careful though in his comment-aries: like always claim that all characters are fictional even if drawn from reality etc.*

Nenad picked up on the fact that comics publishing is probably the least lucrative of all of McFarlane's companies, saying: *Comics are not all that profitable and if he was smart the publishing arm licensed the Spawn properties from another company so he will not really lose really all that much.*

Above left: *The source of McFarlane's major woe, his Antonio "Tony Twist" Twistelli from* ***Spawn*** *#6.* Above right: *The ex-NHL player himself, currently $15 million down thanks to McFarlane's Chapter 11 bankruptcy move. One sports fan listed Twist fourth in his* My Favourite Fighters *site, stating: "I can describe Tony Twist in three words; big, strong, and dangerous. He's like Mike Tyson in the old punch out game for Nintendo; one good blow and you're out".*

Recalling how, in 1999, Todd McFarlane paid $3 million for Mark McGwire's 70th home-run baseball and last year $450,000 for Barry Bonds' record 73rd home-run ball, xoxo had this to say: *If the guy wasn't out blowing his wad on baseballs, he wouldn't be in this goddamn financial pickle in the first place... And here I was thinking that Ricky C guy who self-published* ***Double Impact*** *was the ultimate slimeball when it came to owing people money.*

What a difference a decade makes. This one's destined to run and run across the entire comics webworld with everybody wanting their pound of flesh.

Check out *www.comicon.com/thebeat/archives/2004/12/mcfarlane_files.html* to keep up with this bitter, bitter thread!

# Chris Bunting's COMICS WEBWORLD

*Superheroes 'R' Us. A change of focus this month as I bring you some of the finest generic superhero sites that the Net has to offer...*

**MARVEL CHRONOLOGY PROJECT** *www.chronologyproject.com*
Welcome to Russ Chappell's mammoth undertaking to list every appearance by every character in the Marvel Universe... and then place each in chronological order. Naturally, all the major players such as Spider-Man and Hulk are here but it's when you come across the more obscure characters like Frog-Man, Deuce and Armadillo, that you realise the true scope, dedication and depth of this very impressive project. **9**

**MUSEUM OF BLACK SUPERHEROES** *www.blacksuperhero.com*
Part homage and part historical, this is by far the best online dedication to African American superhero characters in comics, TV and film. All the obvious faces are featured – Luke Cage, Spawn, Black Panther – but so are the more unexpected, like Brown Hornet, Battlestar, and Kendra the Vampire Slayer. Also inside this accessible and modern museum are articles, links, and a gallery. Plus it's free entry all year round. **8**

**THE COMIC BOOK PERIODIC TABLE OF THE ELEMENTS** *www.uky.edu/Projects/Chemcomics/*
Created by the Department of Chemistry at the University of Kentucky, the periodic table lets the visitor click on an element to see comic book pages that it's specifically featured in. Neon for example directs you to **Doom Patrol**, while Aluminium links to **Metal Men**. John Ordover and David Mack even wrote Yttrium into **Star Trek: Divided We Fall** after seeing it wasn't listed here! An unusual site that works on two levels: novelty interest and genuine education. Now, who can tell me which Marvel character features heavily under the element Fe? **8**

**DC CHRONOLOGY PROJECT** *www.dcuguide.com/DCP/main.php*
Every appearance of every DC Universe character placed in chronological order. This follows directly in the footsteps of the Marvel Chronology Project (above) and makes no secret of it. Here, the listings range from Aaron Bodine to Züm, and a number are linked to very slick issue synopses. As breathtakingly comprehensive as its Marvel counterpart, and can be used as a fantastic information source by fans and professionals alike. **9**

**COMIC CROSSOVERS** *http://members.tripod.com/~MitchellBrown/xover/index.html*
"Apes! You're all apes!" That got your attention! It's a quote from *JLApe: Gorilla Warfare*, one of the many crossover events covered here. We're reminded of their huge scale too: *Secret Wars II* for instance ran into titles ranging from **Uncanny X-Men** and **Rom** to **Daredevil** and **The Incredible Hulk**. Meanwhile, *Joker: Last Laugh* encompassed **JLA**, **Flash**, **Supergirl**, **Impulse** and **Wonder Woman**. Inter-company crossovers like *DC vs Marvel* – and the resulting Amalgam Comics line – are also well documented on this superb site. **7**

**MARVEL DIRECTORY** *www.marveldirectory.com*
Started by comic fan Bill Fries in 1998, this is basically an online version of the **Official Handbook of the Marvel Universe** series of old. A huge array of characters is exhibited, along with details on their background, powers, weapons, real names and first appearances. Additionally, there's insight into teams, objects and alien races. Combined with the Marvel Chronology Project (above), this will allow readers to discover far more about their favourite characters. **8**

Honourable mention **SUPERHERO DICTIONARY** *[http://shdictionary.tripod.com/]*

# Rich Johnston's LYING IN THE GUTTER

*continued from previous page...*

And recently in an issue of **Teen Titans** written by Geoff Johns, Batman (the adult Tim Drake) mentions a crisis that happened not long after the Titans got sucked into the future.

Start joining the dots, people.

## A Minor Detail

A couple of weeks ago, the steaming kiss cover to **Spectacular Spider-Man** 25 went live. Written by Samm Barnes, with the description "The most talked about Spider-Man story of the year continues, as the offspring of Gwen Stacy puts the moves on Peter Parker."

That offspring being eight years old, with an advanced aging syndrome.

So yes, people did indeed start talking about it.

J. Michael Straczynski, writing the lead book **Amazing Spider-Man** which kicked off this particular storyline, popped onto a *Usenet* thread already bulging with disgusted-of-Tumbridge-Wellses to state that he hadn't seen the cover until now, disapproved of it, and that it didn't portray that issue's story content accurately.

## Global Conspiracy

Earlier this week JMS gave a rundown of his current workload including **The Book of Lost Souls** and **Dream Police** for Marvel, the latter with Mike Deodato.

During which, he also stated that he was approached to be an Executive Producer for the *Global Frequency* TV series, and that it had not been picked up by WB, who commissioned the pilot.

That would have been interesting. JMS and Warren Ellis have generally had kind words for each other over the years. Well, pretty much anyway.

## Wrapped Up In Books

An *Absolute Edition* of **Promethea** is in the works, in three over-sized collections, either separately or all in one dustcover.

## Expectations

What do you call a tenth anniversary book when it comes out on it's fourteenth anniversary?

According to Erik Larsen, over on *http://www.savagedragon.com/pv/pvmain.htm*, you call it **Image Comics** #1.

His site says "This handsome hardcover book entitled **Image Comics** #1 celebrates the legacy and legends of Image Comics with four great new stories from the original Image founders, including Erik Larsen's contribution, the Savage Dragon's origin. No date yet, but word has it that sometime this year it will be released.

Expect #2 in another 14 years.

## Freak

After sneaking Airwave into **JSA**, I'm told Captain Carrot will be making a cameo in Geoff Johns' **Teen Titans**.

Let us crown Geoff as King of Geeks.

## Beyond Sunrise

*Batman versus Dracula* is an animated property in production at Warner Bros, using the character designs from the current *The Batman* series.

## Deck The Whores

It's always a bind trying to find superhero comics for all ages. Take British annuals. A long standing tradition sees publishers put out hardback oversized compilations of material for Christmas. Aimed, mostly, at five year olds. No seventies Christmas was complete without a **Beano** or a **Doctor Who** annual.

And of late Marvel and DC superhero comics have done the business as well, with UK licensors taking their pick from these superhero catalogues of fun.

Like this year's **Justice League** annual with the hooker-killing-frenzy of **Catwoman** #1 within its midst, drawn in the animated style. Could the publishers have seen the style without reading the content?

Watch their little faces light up with glee when they pull these monstrous tomes from an overstretched Christmas socking.

"Mummy, mummy, what's a prostitute? And how can I kill one as well?"

Bless their little cotton socks.

# Reviews

*Because few retailers allow titles to be read before purchase, **CI**'s comprehensive reviews section enables comics readers to keep abreast of the wide range of titles currently being published and draw readers' attention to comics they might otherwise ignore. Naturally, this section is of even greater benefit to readers who rely solely on mail order, as they can only judge the quality of a title after purchase.*

***Review codes:** Individual titles are judged against all similar comics past and present on a **1** to **10** basis, while a comparison is made against previous issues of the same title, ranging from <---> to <+++>. Hence, a quality comic may score an 8 against all others, but have slid from a previous issue's 9, denoted by <->. No change is marked <=>. We do not compare **Bone** with **X-Men**, but review each within their genre.*

***Review panel:** Chris E. Bunting (CEB), Jon Edwards (JE), Kelvin Green (KG), Leigh Hunt (LH), David Knight (DK), Tom McSween (TM), Kieron Mullens (KM), Ian Murphy (IM), Rob Nott (RN), Terence Stewart (TS)*

## Dark Horse

### B.P.R.D. The Soul of Venice & Other Stories

by Mignola & various; $17.95

A wonderful collection of the Mike Mignola Hellboy supporting cast mini-series. All art in these four tales is standout stuff, with Michael Avon Oeming's showing him a worthy successor to Mignola, should the need arise. The bonus for completists is a new Mignola strip, *Another Day at the Office* with wonderful art by Cameron Stewart. (TM) 8

### Hellboy: Weird Tales Volume Two

by various; $17.95

Collecting issues 5-8 and again making the reprint more expensive than the originals (!), your extra $5.99 is for six pages of doodles and six new paintings (cover rejects?). It features a wide range of styles from the ever-excellent Gene Colan and P Craig Russell to the bizarre Craig Thompson and Evan Dorkin and the superb Tommy Lee Edwards and Akira Yoshida. Plus too many others to list. If you can't find the back issues, treat yourself to this exquisite showcase of graphic storytelling. (TM) 8

### Star Wars Empire Vol 3: The Imperial Perspective

by various; $17.95

Unfortunately stuck with the worst looking strip first, this six-issue collection of stories told from the bad guys' POV possibly suffers from its clashing art styles. Given that the main audience are fans of the cinema series, Davide Fabbri's fine European linework and Raul Trevino's whimsical and almost caricature-like pastels on the middle strips may prove less popular than Brian Ching's painted finale and Patrick Blaine's overworked Warhammer-like lead. Seems a shame such a high-profile series is given over to lesser-known names. Were the rights that expensive? (TM) 6

### Tales of the Vampires

by Whedon & various; $15.95

Not to be confused with the Anne Rice book of the same name, this *Buffy* spin-off trade collects the first five issues of the Dark Horse mini for an inexplicable two bucks less than the seemingly obligatory $17.95 (that's £2 less than the £12.99 tag from UK importers Titan). Another great range of art styles, with the superb Wrightson-like Vatche Mavlian and photo-realist Cliff Richards stealing the show. Great stories, great art. Even if you're no *Buffy* fan, buy it. (TM) 9

## DC Comics

### Batgirl 58

by Gabrych & Garza + Delperdang

Batgirl relocates to Bludhaven, following Nightwing's decommission, joins Robin's fight with Shrike and searches out Blockbuster's fate. Colourists WildStorm FX work up some excellent flashback scenes but otherwise tend to exaggerate, their colours either off-turningly rich or lifelessly pale, while Ale Garza's pencils lack emotional detail and over-emphasise anatomy in the fight scenes, dehumanising combatants. However, this is a Robin crossover, and writer Andersen Gabrych does well to keep the plot fluent while still welcoming and informing new readers like me to Batgirl – who I'm tempted to return to. (IM) 6

### Ex Machina 6

by Vaughan & Harris + Feister; WildStorm Signature

<+> With a sudden, unexpected change of plot direction, something nasty lurks in the subway, and Mayor Hundred decides to marry a gay couple; flashbacks also expand The Great Machine's history. I find Brian K. Vaughan's plot switch unexpected, frustrating and unsettling, but getting past that there's an intriguing start to this new arc. J.D. Mettler's colours have finally lost much of their jaundice, faces fading from yellow to unhealthily pale; but it's an improvement, and a night-time office scene is atmospherically coloured, so I much prefer the colours to the distinctly average pencils and inks. (IM) 5

<=> If you're not reading Ex Machina you're missing out on a truly unique superhero story. Vaughan's tale of the world's only superhero, now retired and serving as mayor of New York, is an impressively written soap opera that has perfected the art of a slow but steady build up of characters and plot lines. Add to this the gorgeous art of Tony Harris and I have to strongly recommend Ex Machina to all connoisseurs of quality tights 'n' capes comicbooks. And that's you, mate. (RN) 7

<+> Retired superhero Major Hundred gets tested by NSA, suggests schooling vouchers and endorses homosexual marriages, but what connects him to the alien threat underneath New York? As much as this aims to be a realistic portrayal of a superhero, Vaughan's story is equally a political fantasy, with his painfully liberal New York mayor pushing the boundaries of plausibility. Still, Harris continues to wow with his impressively wrought linework, which is becoming less stiff with each issue. (MAT) 7

### Fables 31

by Willingham & Buckingham + Leiloha; Vertigo

<++> While recent issues of Fables have been good, they've lacked the quirky edge that made the book essential reading; thankfully that's returned. The solicitations billed this as a quiet domestic issue dealing with Prince Charming's election win and Snow White moving to the farm but there's a creepy undertone throughout, eventually explored through Boy Blue. Bill Willingham is back on top form with his plotting, which gives little away and promises much while Mark Buckingham superbly balances the caring community vibe with the weird nature of its citizens, which means even the cutest of images has a shadow. A great jump-on point. (IM) 8

### Fallen Angel 16

by David & Lopez + Blanco

<=> Set outside the DCU and carrying a "mature readers" label but no Vertigo banner, this has a lot going on. Besides Lee going after Boxer in the main storyline, many flashbacks take place here in England (Durham), while due to gueststar soon are Sachs and Violens. If it sounds like this comic is searching for a personality and direction, that couldn't be further from the truth, as it's layered with an intense and distinctive identity. (CEB) 8

### Gotham Central 25

by Rucka & Lark + Gaudiano

<+> The police severs its links with Batman. Keeping Gotham Central friendly to non-Batman readers, he rarely features; this appearance is brief and although related to is independent from War Games (as incidental crossovers should be). Writer Greg Rucka excellently surveys War Games' repercussions, putting studied characterisation above soap opera dramatics, although it's the superb artwork of Michael Lark and Stefano Gaudiano that ices this cake. My favourite art team of the year, ably assisted by Lee Loughridge's rich and tender colours, consistently produce blistering art that marries the intense, personal work of the writers. Wonderful. (IM) 8

### Green Arrow 44

by Winick & Hester + Parks

<+> A shell shocked Mia confronts the fact that she is HIV positive, and her adopted family of archers try to deal with it in their own inimitable ways. The Green Lantern/Green Arrow title was one of the first comicbooks to deal with drug abuse, so it is fitting that GA now deals with the subject of Aids, and on the whole this first chapter has done so tactfully and well, without veering into melodrama or saccharine sweet Hollywood plot lines. (RN) 7

### Hellblazer 202

by Carey & Manco; Vertigo

<=> With the addition of Leonardo Manco as artist, comparisons with early Jamie Delano issues of this title grow ever more apparent. And that's a good thing, for Carey's foray into John's third century of issues continues to deliver impressively well written characterisation and subplots. Mike Carey is a great horror writer in the Clive Barker mold, and his tenure on Hellblazer has been consistently good. (RN) 7

### Human Target 16

by Milligan & Chiang

<=> Chance forces Paul James to confront the truth behind the cult that adores him. Peter Milligan's swipe at organised religion and the media is filled with tricky punches and memorable lines, but fails to deliver a satisfactory ending to Paul James' story, while the book's final lines are simple, memorable clichés – and I expect much more from ace writer Milligan and this generally first-rate book. Cliff Chiang's charming but dangerous pencils and inks are consistently impressive, making it sad that the story ended so weakly. (IM) 7

### Identity Crisis 6

by Meltzer & Morales

<+> Plot twists abound in the penultimate issue of this cracking mini-series. For once the advance hype was spot on – this is about as good as in-continuity comicbook 'events' can get. The revelations towards the end of the issue are both unexpected and believable, which is quite a feat as we won't get the full

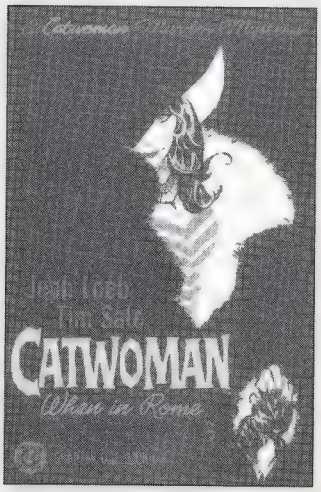
### The Beast Trilogy: Dormant Beast/ December 32nd

by Bilal; Humanoids

While seeking answers to his orphaned past, memory specialist Nike Hatzfield becomes embroiled in the extremist Obscurantis Order's worldwide conspiracy to alter society. Yugoslav-born Enki Bilal belongs to the elite of European comicbook creators, his loosely drawn visuals seemingly painted using oil pastels and coloured pencils to create a highly evocative style – decaying sci-fi environs populated by gaunt, punk-ish women and dishevelled heroes. This sophisticated 126-page £9.99 trilogy also perhaps reflects Bilal's concerns regarding the divisions and current turmoil within his native Baltic states. However, the unconventional narrative is verbose, initially perplexing and disjointed – demanding careful reading before the lighter yet weaker latter half – while the colour reproduction is possible slightly compromised. (JE) 7

## Catwoman: When In Rome 1

by Loeb & Sale




Selina travels to Rome with E. Nigma (The Riddler) for background on Gotham mobster The Roman. Jeph Loeb well uses a dream sequence to establish some background to the tale, which helpfully sets up the series without feeling bogged down by exposition; and while not an awful lot happens this issue, it's smooth without feeling over-polished. The paper quality works for Tim Sale's art, helping it feel warmer here than some of his work - his portrait of Two-Face particularly memorable – and the physically creamy, soft covers make this book a pleasure to hold. (IM) 7

## Catwoman: When In Rome 2

by Loeb & Sale

<=> Catwoman is blamed for Don Verinni's death, and pursued for revenge. Jeph Loeb's plotting is slow but his scripting quick and sharp, both Catwoman and Riddler providing drama and entertainment. Tim Sale's gorgeous art lifts the book to a higher level through rich shadows and a strikingly water-drenched Catwoman. Colourist Dave Stewart emphasises the noir-ish qualities and proves himself essential to the book's success. Sadly the sun-drenched outdoor scenes lack intensity but the art does mirror the characters' apprehension, so the book mostly looks great and reads good. (IM) 7

<=> Tim Sale's art captures the decaying splendour of Rome's old buildings perfectly, and once again his modern retro style adds an interesting visual twist to Jeph Loeb's story. Far, far better than the monthly Catwoman book ever was, this version of Selina Kyle is both bewitching and vulnerable at the same time. A quality product indeed. (RN) 7

explanation until next time around. I can hardly wait. (RN) 8

<+>The penultimate issue of DC's extraordinarily successful whodunit, and Red Herring (sometimes partner of The Blue Tuna) is revealed to be the killer. If so, some of Brad Meltzer's conceits might not bear up to too close a scrutiny. Rags Morales is good at capturing emotion, but there's some clumsy figure work in evidence. Perhaps he is working under too tight a deadline. (TS) 7

## The Intimates 1

by Casey & Camuncoli + Lee + Hope; WildStorm

Teenage mutants are inducted into a training school for future heroes. Designed to send-up glossy, superficial teen magazines, Joe Casey's script pushes that joke long past amusing or clever making this a hard unfunny read by page five. Jim Lee's much lauded contribution lasts five panels and is hopefully a lousy marketing joke (but if so done funnier in Chuck Austen's X-Men #164); Giuseppe Camuncoli's pages are charmless and too superficially busy, brashly coloured and stroppily inked to look pretty or to snare my interest. A decent germ, but ill-conceived: lacking enough good jokes it appears to be all style, no substance. (IM) 3

## JLA 108

by Busiek & Garney + Green

<--> The Crime Syndicate of Amerika turns its attentions to the planet Qward. And doesn't fight the JLA, who fail to appear this issue, despite cover claims. To be honest, I've never cared for these alternate JLA-ers, and the Qwardian society is loosely defined with no individual given space for a reader to connect to, so their destruction passes by without an emotional response. David Baron's monotonous colours give the Qwardian pages a dull, distancing look which glares, while Ron Garney unimpressively pencils the CSA as caricatures of the originals. Must do better. (IM) 4

## The Losers 18

by Diggle & Jock; Vertigo

<=> The dirty secrets behind the team's final official mission stand revealed, as Cougar discovers the true extent of Agent Max's influence and sinister plans. How will the team escape from this explosive situation? Andy Diggle's smart script rattles along, playing on the most paranoid conspiracies about the CIA's clandestine operations. Jock's ink-laden pages and grungy art style coolly illustrate this action-packed story. (MAT) 8

## Lucifer 56

by Carey & Gross + Kelly; Vertigo

<=> If there's one thing that the Lucifer supporting cast could always use, it's a fiendishly bewhiskered, Jason Wyngarde-ish cad, dressed in foppish Regency finery. So it's a hearty and boisterous three hurrahs as one such villain makes his appearance this issue. Berim is just the sort of claret drinking villain I approve of, and I trust he will enjoy a long and thoroughly caddish run in these pages. (RN) 7

## Ocean 2

by Ellis & Sprouse + Story; WildStorm Signature

<=> More is revealed about the billion year-old alien coffins floating under the frozen crust of Jupiter's watery moon and the threat they may pose in the second chapter of Warren Ellis's cool sci-fi story. As usual, Ellis grounds the fantastical with believable science and down-to-earth characters – the curried sprouts joke will have you laughing out loud. Chris Sprouse's chilled yet emotive pencilling similarly creates an air of authenticity. (MAT) 7

## Plastic Man 12

by Morse

<-> Scott Morse is called in again to provide the creative talent for this fun title, as Plas faces off against a rather sticky adversary. Unfortunately once more, his painterly art

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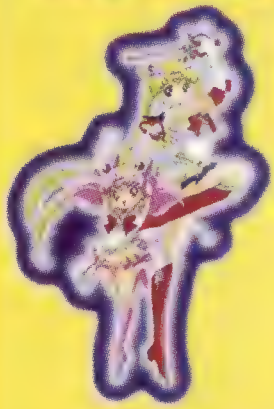

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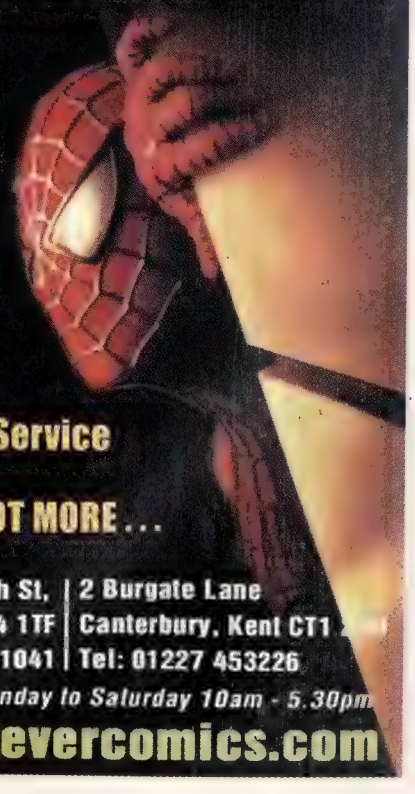

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## Avengers: Earth's Mightiest Heroes 1

by Casey & Kolins + Hollowell

<-> More of what Stan and Jack didn't show us, presumably because it was bloomin' awful. Utterly pointless and misguided, and I really expected Joe Casey to be more intelligent than this. I am starting to warm to Scott Kolins' artwork however. (KG) 4

A nice move, this, by Marvel. As the Avengers appear to be going off to live in Bendisland, this mini-series is great for old-school fans. Set between issues and panels of the original 16 issues, it plugs gaps and fills in detail. All done with intricate care by Casey who appears to have genuine affection for the characters. Artwork is by the ever-improving Kolins who attempts to replicate the feel of Kirby to good effect. (LH) 7

<=> More behind the scenes inaction, as Casey elaborates on the team's discovery of the frozen WW2 icon Captain America. Casey does a fine job adding a modern spin to the '60s storylines, exploring the political difficulties the heroes face creating an international force, but fails to reflect the original fun and excitement of ganging these heroes together. Kolins' cartoony art doesn't have the kinetic energy of Kirby, but would still be better suited to action pages than talking heads. (MAT) 6

doesn't meld well with the comical character and the silly storyline of quick-witted gags. Although Morse molds his designs to the Tex Avery-style set by regular artist Kyle Baker, he employs pastel shades roughly crayoned in, hardly appropriate for the animated approach. (MAT) 8

## The Question 1

by Veitch & Edwards

A new group of creators attempts to revive Steve Ditko's bizarre objectivist crusader, as the faceless reporter makes his way to Metropolis to face the big "S" and another reporter with whom he shares a past. Rick Veitch proves he has a grasp of the character, producing an intriguingly clever script, while adding a more human quality to the coldly detached journalist. But the real revelation of the book is Tommy Lee Edwards' outstanding artwork, employing a similar photo-realistic method to Daredevil's Alex Maleev - albeit much brighter - a quantum leap from his previous inky style. (MAT) 8

## Robin 132

by Willingham & Scott

Robin attends yet another funeral and decides to move to Bludhaven – where he quickly finds himself out of his depth fighting Shrike. Bill Willingham continues his impressive run by establishing Robin as semi-independent of Batman for the first time, a move which should give Tim room to grow. Damian Scott draws the maudlin Robin superbly, balancing sadness, grief and stubborn determination in his pictures, nearly a man but still a tween, fit and strong but vulnerable. A seriously good book. (IM) 8

## Space Ghost 1

by Kelly & Olivetti

DC attempts to revive Hanna Barbara's "serious" space superhero from the Sixties, with a stamp of approval from cartoon fanboy Alex Ross. Even though Ross sets his usual high standard on the painted cover, Ariel Olivetti pulls out all the stops on the inside too. Mixing muscular designs with clean, clearly coloured pages, Olivetti creates a very European look for the title. Joe Kelly sets up the character's origin, but it's little more than the usual bag of square-jawed good-guy avenging against a corrupt system. (MAT)

# Image

## Burglar Bill 1

by Grist

After some painful delays Paul Grist turns his original self-published character over to the Image banner. Reprinting an issue that was first published 15 years ago, and more recently under Grist's own Dancing Elephant imprint, Grist also unearths a couple more rarities for this bumper issue. The charmingly naïve art style belies the insightful character studies, as a new Bobby on the beat learns that real life crime fighting isn't as straightforward as he imagined. (MAT) 8

## The Gray Area 3

by Brunswick & Romita Jr + Janson

<-> John Romita Jr's first creator-owned title comes to an end, as dirty cop Chance is ordered to leave purgatory and return to the land of the living to avert a terrible event. Scriptwriter Glen Brunswick shows his Hollywood background with the awkward and mushily resolved conclusion; the rest of it isn't much better. For something intended as his own personal project, Romita Jr doesn't produce anything more than his standard workman-like art. Even the few guest artist pin-ups don't add a lot to this lacklustre title. (MAT) 5

## Invincible 17

by Kirkman & Ottley + Crabtree

<--> Wow, this is a turn-up for the books – an issue of Invincible I can't recommend unreservedly. There are highlights, which include Mark and Amber dating and three pages of Dr Amstrong Levy's shenanigans; but there's not much substance to this issue, which is neither self-contained nor of momentous importance for moving the story forwards. (DK) 6

<-> Mark graduates high school and battles a science experiment gone wrong. Robert Kirkman cutely satirises superhero comics and conventions this issue, but it's the scenes with Mark and his mom that are most memorable. The art's cute, despite a number of backgrounds upping and walking. The more I read this book, the more I realise that I'm actually longing for something a little deeper and more thoughtful, whereas Invincible offers more simplistic light and dark, good and bad lines. Which is not necessarily a bad thing for a contemporary comic, but it leaves this reader yearning for something more than this. (IM) 6

## The Walking Dead 13

by Kirkman & Adlard + Rathburn

<=> After the promise of a farm retreat inevitably turned belly-up, Rick and his band of survivors attempt to clear a well defended state prison of its undead inhabitants. Robert Kirkman's zombie comic still manages to keep up the suspense, chills and all-too human moments that have made it such a critical and commercial success. Charlie Adlard's scruffy pencilling and murky inking skilfully capture the tone of the script. It's also comforting to see a title with such a healthy letters section in this age of internet chatboards. (MAT) 8

# Marvel

## Amazing Spider-Man 514

by Straczynski & Deodato

<=> Goblins here, goblins there, now it seems they're everywhere. Another son of Norman takes on the crazed villainous mantle, and some fans will cry "been there, done that!" But J. Michael Straczynski is no mere copycat, and only time will tell where he really intends this exciting saga to lead. This remains cutting-edge Spidey. (CEB) 8

## Black Widow 3

by Morgan & Parlov + Sienkiewicz; Marvel Knights

<++> Natasha traces Stacy's unusual meds back to Russia and the Red Room – why are former agents being lured home, to their unsuspecting deaths? Richard K. Morgan's script takes centre stage here with Natasha his strong, informed and independent hero caught in the crossfire of gender wars, and a sharp and convincing depiction of espionage through a woman's eyes. The ever powerful and dirty artwork – Bill Sienkiewicz's scratchy inks dominating (and in a couple of panels, oddly cold) – finally has a story just as strong. (IM) 8

## Daredevil 67

by Bendis & Maleev; Marvel Knights

<+> Bont forces Gladiator (Melvin Potter) to torture an imprisoned Matt Murdoch. Brian Michael Bendis's plot skips out how Murdoch came to be captured (the kind of writing device that irritates me even though it will likely be revealed in flashback) but his scripting of their conversations is taut and convincing, well hung over flashbacks of Bont's history with Matt, Gladiator and an unnamed superhero he killed when first making his name. Alex Maleev's photo-influenced cover is terrifyingly good, the flashbacks prepared in styles appropriate to their comic era, and always top-notch. New readers may be a little confused by the history, but for the long-time reader it's fabulous (IM) 8

<=> What's this, Mr Bond, Matt Murdock tied up in a chair, ready to be tortured by an evil, insidious villain? Shurely shome mishtake! But no, the original and ageing Kingpin has his merciless claws on our hapless hero, and in true BMB style we get to see the finale before seeing how it all began. BMB's flashbacks and forwards are becoming a regular stylistic tool but they still work, adding dramatic tension to classic storylines. As always, damn fine work, Miss Moneypenny. (RN) 8

<=> More wise-guy action as Bendis scripts the rise, fall and return of Kingpin Alexander Bont, a guy unafraid to face up to costumed vigilantes and blind lawyers. Cleverly playing homage to the 40-year history of DD, Bendis's flashbacks to earlier periods in the gangster's life are reflected in Maleev's colouring, from '40s black and white to '60s spotty four-colour. The title's exceptional creative run deserves all the praise it receives. (MAT) 8

## District X #7

by Hine & Medina + Sicat; Marvel Knights

<+> Ortega's sister hangs an artist who paints precognitive visions – including one of a murderous creature; and Mr M's unexpected date ends nastily. David Hine's rambunctious mutant ghetto stories show life off the rails for the ugly, unappealing and outcast mutants. But, enjoyable as it is, it lacks the bitter edge a Brian Azzarello or Grant Morrison might bring the book. District X has promise, and I'm especially liking that the human Detective Ortega gets more page time than his partner, the X-Man Bishop – but it needs to be darker to really grip. Good, but it could be and needs to be better. (IM) 6

## Excalibur 7

by Claremont & Lopresti + Adams

<++> Xavier comes up with a necessarily inventive plan, using Freakshow and Callisto, to free their friends from Stripmine and Dark Beast's clutches. With minimal use of their powers, Chris Claremont has prepared an intriguing needs-must application of this loose team's abilities; that Wicked's "ghosts" can manipulate solid objects is a move that makes her abilities more pragmatic. Aaron Lopresti's pencils and Greg Adams' inks struggle to match the shifting moods of the writing, but are moderately successful and rarely bad. (IM) 6

## Fantastic Four 520

by Waid & Wieringo + Kesel

<=> Following in the tradition set by the Silver Surfer, Johnny becomes Galactus's latest herald. But even the Power Cosmic can't save him from the call of nature. Meanwhile, an unexpected gueststar flies in to help the FF. The classic superhero elements mix in with the wry humour and modernistic approach to impressive effect. (CEB) 8

## Madrox 3

by David & Raimondi + Hennessy + Reber; Marvel Knights

<=> Madrox nearly drowns and is captured by Eddie. Peter David's all-guns-blazing script skips through danger, action and drama with delectable comic glee. One dupe's paralysing depression makes for bittersweet lunacy as Madrox fails to persuade himself to free him. Pablo Raimondi's art adeptly captures the mix of dark drama and crazy humour – the captive Madrox looks sadder than the depressed dupe – and Drew Hennessy's inks beautifully balance the light with bleak, shadowy inks for the dramatic moments amd to emphasise the darkness of much of the humour. A treat for Peter David fans, X-Men zombies and intelligent readers alike, this book deserves to be first on your pull list. (IM) 8

## Avengers Finale

by Bendis & various

The team joins for a final farewell. The multiple art styles and odd storytelling decisions make this a strange read, but on the whole it's a fitting end to the series. (KG) 7

Well, after the previous week's hideous ruin that was Avengers #503, we are at least greeted with a respectful, honourable final issue of Avengers. Brian Michael Bendis reigns in his murderous impulses and just about gives us our heroes in character for once. The art is from a huge range of creators, most of whom bring their best work to the table finishing appropriately with George Perez whose pages bring a lump to the throat. (LH) 8

So it's goodbye to all of that, and hello to all of this. Like the wake after a funeral, the shattered Avengers come to terms with their tragedy and say goodbye to one another. If the devastation inflicted by Bendis has upset you, take consolation in the fact that in five years' time all the dead characters will be alive again, and it'll be as if nothing ever happened. In the meantime we have a drastically different comic coming up, and the jury is still out on whether it will work. (RN) 7

With a medley of guests contributing artwork, Bendis bookends his *Avengers Disassembled* storyline and the start of another re-numbering gimmick. The team gathers to remember its finest glories after the worst day of their lives, leaving a blank slate for the new series and returning much to the status quo. Bendis collaborators Alex Maleev, Michael Gaydos, David Mack and Mike Oeming are of their usual high standard, while The Goon's Eric Powell makes a surprise appearance and Neal Adams provides the cover. George Perez makes an almost obligatory return to the final pages as the team faces its public. (MAT) 7

## Marvel Team-Up 1

by Kirkman & Kolins

Another retro title from Marvel but a welcome one in this reader's mind. A return to a shared universe is what Marvel needs and this issue's plot convolutes to have Spider-Man and Wolverine at odds. There is plenty of humour (particularly with the opening splash page) and a touch of horror (the way Wolvie escapes Spidey's webs and the final page) drawn ably by the wonderful Scott Kolins. Robert Kirkman has brought a freshness to the team-up and in his sub-plots deserves credit for attempting to keep readers hooked for the times when the two stars he teams up aren't as bankable as this issue's. (LH) 8

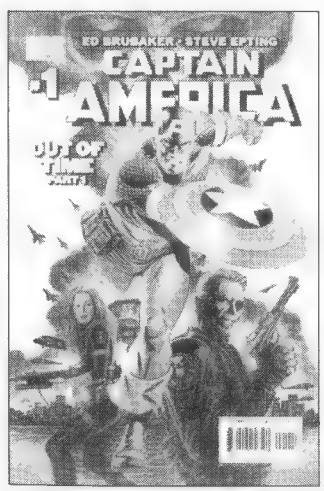
## Mystique 21

by McKeever & Garcia + Fernandez

<++> Mystique tries to kill Fantomex to stop him from revealing her plan to murder Xavier; and Forge traces the kidnapped Shortpack's movements. Sean McKeever uses complicated and entertaining uses of Mystique's powers to keep the intrigue flowing just as it should be in a book where the lead character could be anyone on the page. I'm not enamoured with Manuel Garcia's pencils, and Raul Fernandez's inks vary wildly in their results. Neither is bad enough to distract, but just not distinct enough to sell the book – but the improving plot keeps me onboard. (IM) 6

## Captain America 1

by Brubaker & Epting




<=> Herr Skull is back, and that's exactly the part of his body that he needs to look out for. Ed Brubaker brings an intriguing, well-paced story, graced with excellent dialogue, and Steve Epting adds his fitting, shadowy art. The result is a very strong opener. What confuses me is the numbering. Why another #1, when Amazing Spider-Man and the Fantastic Four have recently reverted to their original numbering? Having this follow suit would've been a much nicer touch. (CEB) 7

The Red Skull attempts to empower his fractured cosmic cube, and Cap fights terrorists. Brubaker plots another relaunch, his Red Skull imposing and obsessive, the strengths in his writing buoyed by the excellent Epting pencils and inks which make a promising book great. Epting's Red Skull portrays a sadistic evil in his skinless face, demonic but not ludicrous; the New York backgrounds are finely detailed but also share passion that goes beyond miniscule linework to meticulous lights and reflections, not there to impress but to add to the mood and the story. Brubaker, Epting and Cap: a terrific combination. (IM) 8

## Nightcrawler 2

by Aguirre-Sacasa & Robertson + Faucher

<=> Nightcrawler turns to Amanda Sefton (Magik II) for help to investigate the seemingly supernatural murder of 13 children. Darick Robertson draws a memorable Nightcrawler, aided by Avalon's Matt Milla's deep but varied colour palette, but neither are helped by Wayne Faucher's inks which, while not exactly clumsy, don't let the pencils breathe as freely as they might, especially on Kurt's face. But the art team does succeed in giving the pages a creepy, haunted look which suits Roberto Aguirre-Sacasa's uncomplicated, spooky – but not scary – tale. (IM) 5

## Powers 6

by Bendis & Oeming; ICON

<=> Deena explains her escape, and Walker 'comes out' to her; Charles Lance launches an assault on the police force, leading to an unexpected team appearance. Brian Michael Bendis's work deserves strong criticism on Avengers but here, as on Daredevil, he excels, combining gripping drama with solid characterisation and convincing dialogue that consistently ups the dramatic ante. Michael Avon Oeming's art is striking, literally dark, and vividly reinforces the nastiness of these streets without gorefests. The mass fight scenes bring out a different side of Oeming's artwork, visually twisted humour oddly appropriate to his boldly-lined panels and simultaneously emphasising the plotted nastiness. (IM) 8

<=> Deena's shocking escape from the hands of ruthless gang members leads to even more surprises at her commendation prizegiving, as Bendis once again unsettles the status quo. Although known for his awkwardly realistic dialogue and pages of talking heads, Bendis pushes the storyline forward this issue and even includes a full-on superhero fight scene! Oeming's chunky angular artwork work surprisingly well on both aspects of the script, even though appearing rather rushed. (MAT) 7

## The Pulse 6

by Bendis & Anderson

<+> Marginally better than the previous five issues, if only because the artwork isn't as bad. The spotlight returns to Jessica and Luke, but Jessica seems to have turned into a pouting basketcase these last few months, hardly capable of doing anything other than looking confused as events spiral out of control around her. If this is what motherhood does to a comicbook woman, than it's a good job hardly anyone ever gets pregnant in the Marvel universe. (RN) 5

<+> Brent Anderson makes a welcome arrival on the title, employing a scuffy inking style as Brian Michael Bendis fills in the blanks of Jessica Jones' painful involvement in the Secret War mini-series. It's good to see that an appropriately moody artist is employed after the disastrous initial arc, but Anderson occasionally confuses crude for mood on some hastily drawn panels while the crossover is confusing enough without the help of Bendis's unnecessarily oblique set up for the new storyline. (MAT) 6

## She-Hulk 9

by Slott & Pelletier + Magyar

<++> The Constrictor sues Hercules for injuries gained battling him, and Titania swoops. Dan Slott's witty scripting makes

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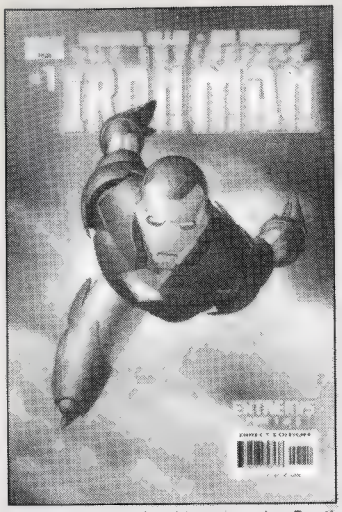


## Invincible Iron Man 1

by Ellis & Granov

The viral weapon Extremis is stolen; a John Pilger doppelganger interviews Stark about arms manufacturing, leaving him questioning his work ethics. Warren Ellis writes Tony Stark better than anyone in recent memory, balancing his technological ego with devastating self-doubts, forming a convincing, layered character. Adi Granov's stylish art also impresses: his Tony Stark is handsome but not striking (sadly one erotic visual is hampered by a thoughtlessly placed word balloon), and while some figures appear frozen, there's a romantic lushness in his combined pencils, inks and colours. A strong relaunch. (IM) 7

Ellis's smart sci-fi is well suited to the hi-tech world of industrialist Tony Stark as Marvel reboots the title yet again. Continuity buffs will be bursting veins at the modernising of Iron Man's origins, but Ellis displays a good understanding of the man in the suit and his awkward morals as an arms dealer, while introducing a disturbing new threat for him to face. Granov is better known as a cover artist, but employs his slick airbrushed style to pleasant effect within the pages of the book. (MAT) 6

much merriment from all the legal possibilities and I love Hercules not knowing his own strength, while multiple sub-plots are neatly stewing on the sidelines; the writing's much improved with She-Hulk's return to Earth. Paul Pelletier pencils a tough, craggy Thing – I'd like to see him on Fantastic Four – while Rick Magyar finds a healthy balance between a new and old-school comics look and the thick inks we suffer elsewhere, completing pleasing but not awesome art. (IM) 7

## Spectacular Spider-Man 21

by Jenkins & Caldwell + Campanella

<++> The Fantastic Four, Spider-Man, Black Cat, Angel and Dr Strange play poker with an unexpected extra player and relate tales of their weirdest encounters. I dropped this book with *Disassembled*, but my comic supplier mistakenly sent me this issue and I approached it with trepidation but y'know what – it's actually pretty good. I don't like Talent Caldwell's pencils, which struggle to give characters recognisable features, but Robert Campanella's inks are surprisingly fluid. Paul Jenkins writes a fairly entertaining script and twisting plot that's nothing new, but fun without being fluffy. (IM) 6

## Ultimate Fantastic Four 13

by Ellis & Kubert + Dell

<--> Reed tries to find a way into the Negative (N) Zone and frets over Johnny losing weight. The book painfully wears the loss of superlative penciller Stuart Immonen. Adam Kubert, while certainly talented, is no substitute, as his depiction of Reed clearly shows: suddenly the plaintively charming scientist is model-handsome and impeccably lean and sculpted rather than a little gawky. Credit where due, though, his crumbly Thing looks great. Warren Ellis has fun following Reed's inventive process, but it's not nearly fascinating enough for the reader. So-so. (IM) 5

<+> Kubert returns to art duties as busy chap Ellis scripts the youthful foursome's first adventure into the N-Zone. Kubert's dynamic artistry is better suited to the team, yet doesn't capture the credible tone of the script. But Ellis is brilliantly suited to the group's fantastical sci-fi, dreaming up "plausible" explanations for the more bizarre aspects of their powers and adventures, while getting the group dynamic spot on; his Johnny and Ben routines are priceless. (MAT) 7

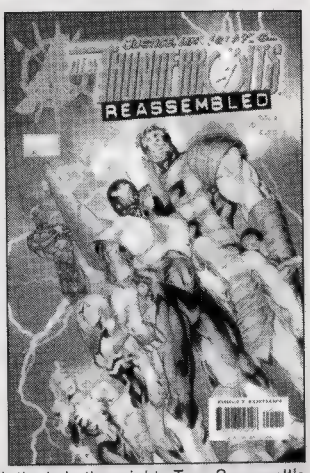
## Ultimate X-Men 53

by Vaughan & Kubert + Miki

<=> Wolverine and Gambit fight, while the rest of the team engages Fenris, rushing to Rogue's rescue. Brian K. Vaughan's script has some punchy lines but the overall plot feels uninspired. Andy Kubert's Iceman looks menacingly frosty, if too mature without his trademark baseball cap. But he fails to give scenes an emotional depth, his scenes frequently feeling too clean and overly tidy. An enjoyably old-fashioned romp, but insubstantial and nothing to get excited about. (IM) 5

## New Thunderbolts 1

by Nicieza & Grummett + Erskine




In the absence formed by the break-up of the Avengers, the Thunderbolts reform. Very traditional superheroics here, and there's nothing really new on offer. That said, it's solidly done, and both writing and art are a treat. (KG) 7

Hoorah! My favourite title of recent years is back and with a top notch team. Continuing on from the recent Avengers/Thunderbolts mini (and beautifully co-numbering this issue 82 into the bargain) this brings us the remains of the T'Bolts as they try to be heroes. They begin to recruit new members such as the Blizzard but it's the appearance of Genis/Captain Marvel which intrigues the most. Fabian Nicieza (aided by Kurt Busiek) loves these characters and boy, does it show. With the help the mighty Tom Grummett's artwork, let's hope this title gets the chance to shine like it did before. (LH) 7

## Wolverine 22

by Millar & Romita Jr + Janson; Marvel Knights

<-> Wolverine takes on the Fantastic Four. Everything is still cracking along at an exciting pace, and the art team does an excellent job, but there's a distinct feeling that Mark Millar is making it all up as he goes along, which creates a slightly dissatisfying read. (KG) 7

## X-Men 162

by Austen & Larroca + Miki

<++> Sammy is attacked by Black Tom; Havok, Iceman and Shen Xorn fight the Brotherhood. Chuck Austen tries to make sense of Xorn's brother's return, and writes a horrifically moving scene in which Sammy confronts Juggernaut over his betrayal of the X-Men. Salvadore Larroca's pencils continue to show improvement, adding plenty to Sammy's traumatic scenes and giving Juggernaut's metallic armour a weathered look that suits his down-powered days. Some of Austen's dialogue is rocky, but this is the best issue for both writer and artist in many months. (IM) 6

## X-Men 163

by Austen & Larroca + Miki

<--> Gambit psychically reads of the Brotherhood's attack in his playing cards, and only survives with Mindee's help; Rogue's powers return, unannounced and unremarked on, for her to fight Black Tom with claws absorbed from Wolverine; and Juggernaut shows his true colours. After last issue's improvements this is a depressing return to dismal form for writer Chuck Austen and perhaps artist Salvadore Larroca senses such, his background figures sometimes only half-drawn; but at least Sabretooth looks threatening when attacking Mindee. This issue isn't the mess that some recent ones have been, but it's certainly not good. (IM) 3

## X-Men 164

by Austen & Larroca + Miki

<+> Last issue Mindee declared Exodus and Black Tom's minds to be psychically inaccessible to her. In this issue she clouds Exodus' mind with illusions, and mind-wipes both him and Black Tom – exactly the kind of lazy error that makes me despise Chuck Austen's writing, even before Shen Xorn administers the final blow, the team seemingly uncaring about Nocturne's fate. On the plus side, there are a few fun jokes (including this round of the endless cycle of Wolverine/Sabretooth fights occuring off-panel), Northstar makes himself useful and Salvadore Larroca's art has maintained its recent improvement – but what art can compensate for atrocious writing? (IM) 4

# US Indies

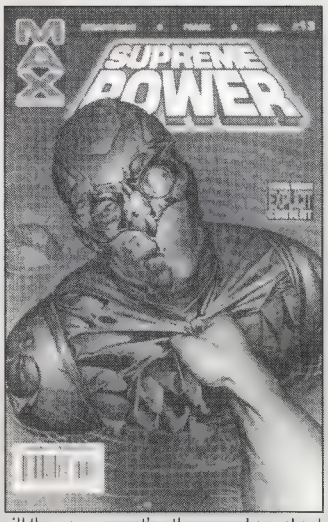
## Boneyard 16

by Moore; NBM; $2.95

<=> An old friend of Abby's turns out to have been responsible for the zombie attack on Raven's Hollow. Richard Moore manages to

## Supreme Power 13

by Straczynski & Frank + Sibal; MAX Comics




<+> Nighthawk, Hyperion and Blur track down an empowered serial killer – as does Joe Ledger, but for entirely different reasons. John Sibal's focussed inks and Chris Sotomayor's rich, thoughtful colours take this issue into artistic first gear, building on and emphasising the best aspects of Gary Frank's reliably strong linework; and while at times Frank veers towards ham-acting, Sibal and Sotomayor can mostly reign that in. J. Michael Straczynski convincingly brings the three heroes to work together and makes good use of strong dialogue, so while little happens in terms of plot there's still a lot going on. (IM) 8

<+> Night Owl creates an uneasy alliance with the unsettled Hyperion as he attempts to uncover a superpowered serial killer, but will the government's other secret agent get to him first? Straczynski weaves another dark tale on this realistic retelling of Marvel's JLA imitations; fortunately it's not quite as pompous as similar post-Watchmen comics, leaving room for light comedy behind the cynical façade. Sadly Frank's slick art still doesn't quite meld with the tone of the series. (MAT) 8

have something interesting happen on every page – my sympathies lie with the guy cowering from zombies in the park. Immobilised by zombie bites, Nessie has to sit this one out; but Moore even manages to add an interesting twist to that. Really not to be missed. (DK) 9

## Dead @ 17: Blood of Saints

by Howard; Viper Comics; $14.95

This collects all four issues of Josh Howard's anime-influenced hip teen horror-mystery series. If you missed out on Nara's battle against the forces of Bolabogg, now's your chance to catch it. For the established fan, there's a bunch of extras, including character sketches and a look at Howard's creative process. A slick package. (CEB) 7

## Dragon Arms: Chaos Blade 3

by Stone & Hutchison; Antarctic Press

<=> The monstrous Majin battle Anrack and his heroes, and to say things are looking bleak for the good guys would be an understatement. Writer Carl S. Stone imbues this with a taut plot, strong dialogue, and really makes the reader care and root for the heroic warriors. And, with a talent like David Hutchison on art duties, that makes for a cracking combination. (CEB) 7

## The Golden Plates 1

by Allred; AAA Pop

Lehi covertly seeks to recover priceless treasures from Laban; Nephi has stirring visions, including the corruption of the Bible and the US war of Independence. Mike Allred's vision of Satan embracing the world is vivid and not frightening in the dogmatic way readers might expect, while Nephi looks gorgeous, hunky and masterful. Yet despite some visual treats it's difficult to see this appealing beyond the believers. Mike Allred's scripting of the Book of Mormon lifts directly from those scriptures, making it awkward reading for the unfamiliar, but his dramatic art occasionally compensates. (IM) 6

## Manga Mania: Video Games

by Hart; Watson-Guptill; $19.95

Christopher Hart has written some cool instruction books, but this is one of the coolest. It deals with drawing 2D action-packed manga, then transferring it to 3D video games. Samurai and angels to mutants and chibis, all are discussed, with a plethora of tips. And for those manga artists interested in branching out into video games, the additional advice makes this a real treasure. (CEB) 8

## Masters of the Universe Volume 3 #5

by Scott & Santalucia + Fontana; MVCreations

<-> It's a brave move to turn this into a darker, more adult vision of MOTU, but by doing so it takes it a long way from what attracted us in the first place: the warmth and excitement of the '80s cartoon show. And the whole issue is given over to the back story of a character who up to now has had a minor role at best. Yes, it looks great and reads well, but it could almost be an entirely different fantasy than MOTU. (CEB) 6

## MU #1

by Dabb + Khan & Lee + Suh; Devil's Due

This new fantasy epic tells the story of the battle against a great evil, Sceneum, across two eras; but will anyone believe the mage Icarus that Sceneum has returned? It's sad that it takes two writers to conjure most every fantasy cliché I can think of, from the traitorous rival to the bored apprentice to the disbelieved oracle… but maybe some fantasy die-hards will find sustenance here. The artwork is much more interesting, thanks to Kano Kang and Zack Suh's skilfully layered colours; but the heavy, distorting inks disfigure what pleasure exists in Mark Lee's pencils. (IM) 4

## Or Else 1

by Huizenga; Drawn & Quarterly

Kevin Huizenga collects various mini-comic strips for a new anthology, showcasing his talent at capturing moody contemplation in a variety of styles. From the quirky late-night café conversations starring his comics alter-ego Glen Ganges, to *Fight or Run* an experimental wordless strip, and the quiet sorrow of an unwanted pregnancy set to drifting Japanese landscapes in *Chan Woo Kim*, Huizenga's humane tone marks him out

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as an emerging talent amongst the oh-so-indie generation of new comic artists. (MAT) 7

### The Watch: Casus Belli 3

by Read & McKenny + Kwok; Phosphorescent Comics; $3.25

<=> Revelations come spilling out in this, the final issue, but few explanations are provided. Writer Christian Read has saved the best for last, and few readers will be able to fight the urge not to pick up the next Watch mini-series. Art team Stewart McKenny and Annette Kwok's own storytelling has helped forge this superhero comic its own stylised identity. Definitely worth reading. (CEB) 7

### You Can Draw Manga 7

by Acosta & Espinosa + Cervantes; Antarctic Press; $4.95

<-> This month artists Rod Espinosa and Mike Cervantes begin a course on drawing fantasy manga. Between them they cover animal-people, elf anti-heroes and those traditional stalwarts of comics, sidekicks. With a finely tuned balance of text and graphics, this will really help to lead artists on their way to the pro level. (CEB) 8

## UK Newsstand

### Action Man 119

by Jones & Ross + Foot; Panini UK

<+> A change of pace this issue, as there's not one, but two stories. In the first, Action Man and Action Force set out to destroy their biggest enemy of all: Island X. The second is a slick photo-story that utilises the action figures. Add to that a free DVD of the *Action Man: Robot Atak* movie – written by Alan Grant, no less – and you've got a seriously awesome issue! (CEB) 8

### Avengers United 47

by various; Marvel Collectors' Edition/Panini UK

<+> An extended instalment of The Kang War (US #50) finally reveals the true nature of the Triune Understanding. It's all slightly disappointing, given the prolonged build-up, but the diversion enables a neat set-up for next issue. In addition to the archive strip, Lee and Kirby's classic retelling of Captain America's origin completes a satisfying read. (KM) 8

### Charley's War

by Mills & Colquhoun; Titan Books

A very worthy quality reprint of the classic First World War strip from Battle/Action comic in the late seventies. Arguably the finest war strip ever written, it is a scathing and acidic look at the horror and injustice perpetuated by all wars, and strips away the 'boys own' heroism of other war strips to expose the reader to the chaos and anarchy that prevailed in 1916. A gripping tale that should be read by everyone. (RN) 9

### Judge Dredd The Megazine 226

by various; Rebellion

<=> Another ugly cover this issue, and the content itself is only middling. John Wagner's Judge Dredd is good, as you'd expect; and so is Si Spurrier's *Mega-City Noir*. *The Simping Detective* features every plot contrivance Spurrier could cram into the script. Those are the best bits. This Megazine seems heavy with text features that barely repay the effort of reading them, with the notable exception this month of Jonathan Clements's *Fist of the North Star* anecdote. (DK) 6

### Marvel Rampage 2

by Handley & Royle + various; Panini UK

<=> Panini UK's Marvel lifestyle magazine goes from strength to strength. In the first story - written by Ferg Handley and drawn by John Royle - Spidey has his webs full when Carnage merges with Hulk. In the second, gorgeously illustrated by Paul Marshall and sharply scripted by Jim Alexander, the FF is ambushed by Mephisto. With all sorts of news, previews and competitions, I'm a Rampage reader for life! (CEB) 8

<=> Two complete strips. Spider-Man and Nick Fury step in when the Carnage symbiote bonds with the Hulk; meanwhile, Mephisto threatens the FF in the Baxter Building. Aside from the fact that these are original UK strips, pitting heroes against adversaries usually associated with other characters adds to the appeal. (KM) 7

### The Mighty World of Marvel (volume 3) 24

by various; Marvel Collectors' Edition/Panini UK

<=> Behind a classic Steranko cover, Nick Fury wraps up his guest spot with two Strange Tales. In the lead strip, Black Widow falls foul of the Hand, while Daredevil's hyper-senses go haywire. Although the Hulk reprints remain the lesser of the three strips, MWOM is a welcome alternative to glossy trade paperbacks. (KM) 7

### 2000AD Progs 1415-1418

by various; Rebellion

<--> The top-notch Judge Dredd thriller *Total War* continues. The last part of *Strontium Dog* in Prog 1415 is extraordinarily moving, and the Sinister/Dexter story in the same issue is good too. *Lobster Random* has ups and downs, but is good on the whole; while *Faces* goes badly off the rails in Prog 1416, which also sees the return of the wilfully obscure techno-thriller *Synnamon* and the fantasy *The Red Seas*. (DK) 8

### Wolverine & Deadpool 106

by various; Marvel Collectors' Edition/Panini UK

<+> The Logan Files concludes with a thrilling cliffhanger, which is unfortunately negated by running the epilogue immediately afterwards. Despite this, a welcome return to form by the creative team. Deadpool continues to entertain as various parties slug

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it out for Tolliver's Will. The issue is enhanced by great J.H. Williams III cover artwork. (KM) 7

### X-Men: Second Genesis

by various; Marvel Pocket Book/ Panini UK

Sharing the format of its US counterparts, this volume reprints Giant Size X-Men #1, plus Uncanny #94-103, introducing the first major line-up change, the birth of the Phoenix and Chris Claremont approaching his creative peak. Incredible value at £3.99, Hulk and Spider-Man volumes are also available. Recommended, even if you've read it all before. (KM) 9

## UK Indies

### Freak Show 1-2

by Curley & Thompson; Atomic Diner

There's been some wonderful stuff coming out of Ireland this last year, and this is a worthy addition. Slick paper, lovingly designed and with a beautifully executed story. In fact, the only criticism that could be levelled at Freak Show is the lifeless lettering font utilised. Behind the exquisite covers, it features a detective serial aiming to be told across 50 issues and featuring a brutal murder, a serial killer, a begrudged ghost, a haunted house and dozens of misunderstood villains. All this plus the central hero facing anti-homosexuality in the ultra rightwing 1950s USA. (TM) 8

### Naked: The Magazine of the Weird and the Wonderful 4

by various; Hot Cherry

Ninety perfect-bound pages of professionally produced strips, features and fiction offering hours of fun for a mere £4.95. As slick as any Emap or Future magazine, this Bristol-produced quarterly "product of passion" has content ranging from a retro on Fleetway's Scream weekly comic to coverage of the late Harry Nilsson's lover and interviews with UK horror schlockmaker Michael Armstrong and film scorer Lalo Schifrin. Rivetting. (TM) 9

## Small Press

### Comics Advertiser 1

edited by Chebsey
free from Smallzone
10 Cleveland Avenue, High Ercall
Telford, Shropshire TF6 6AH

Created by small press distributor Shane Chebsey, this slim full-colour trade paper is divided into small press publishers, retailers, events and classifieds (plus a couple of articles) and is ideal for those creators wishing to promote their self-published works. Although a worthwhile publication deserving of support, hopefully its potential to become an expanded focal point and forum for the small press community won't be overlooked. (JE) 7

### The O Men 25

by Eden; Ominous Comics
1.50 from M. Eden
11a Gatestone Road
Upper Norwood, London SE19 3AT

<=> As the Vicious Circle faces a betrayal from within, a gathering of forces occurs. As this title nears its conclusion, Martin Eden piles on the excitement and intrigue, further cementing his reputation as a master storyteller. (KG) 8

### Pest Control 6

by Springford; Ominous Comics
£1 from G. Springford
2 Cawston Court, Highland Road
Bromley BR1 4AF

<+> This is the best issue of the series so far, with some very clever visual techniques and some excellent character writing. If you like your superheroes to be eccentric and imaginative, then Pest Control is for you. (KG) 9

### Pork Scratchings 1

by Luker & Jackson
£1 for 2 issues
beckcath@pork-scratchings.com

A5 goth comic by Catherine Luker and Rebecca Jackson. No cider at the Elsinore pub leads *Captain Morbid* to connect an apple shortage with booming business at ruthless Dr. Jeep's surgery. Other strips include *The Hangover Fairy* who supplies the agony after a night's drinking, and a short featuring a Captain Morbid sidekick/impostor. Interviews include goth bands Synthetic and The Ghost of Lemora. 18 pages of great entertainment at very little cost. (DK) 7

### Pork Scratchings 2

by Luker & Jackson
http://www.pork-scratchings.com/

<=> No interviews this issue, just strips in Rebecca Jackson's doodling but clear storytelling style. *Pantzilla* tells of vengeful underpants. The reappearance of Rasputin's mahogany hat-stand, "imbued with mystical power and lost for generations, but worth looking out for at antiques fairs", leads *Captain Morbid* to a meeting with David Dickinson (uncannily caricatured) and another showdown with Dr. Jeep. There are glimpses of brilliance in *Hammer House of Holiday* too. (DK) 7

### Redeye 3

by Renshaw & various; Accent UK
£4 from B. Renshaw, 8 Avril Close
Reddish, Stockport SK5 6HX

<+> You'll notice that the score has gone up since my last review. Is it because the appearance now has a more airy, considered feel? Because of the vast range of choice inside? Or because of the striking cover? It's all three, plus the fact that editor Barry Renshaw gives Redeye a real sense of community despite its colossal size. If you've any interest in the UK comic scene, buy this magazine! (CEB) 8

### Solar Wind 4

by various
£3.80 from P. Scott, 13 Kiln Crescent
Bishop Middleham, Ferryhill
Co. Durham DL17 9AP

It's a 56 page edition of the award winning indie: more slickly produced than ever, with a colour cover and centre pages, and an impressive free gift. A merger with *The Geezer* pushes the hardman exploits of heroes like *Jack Knacker*, *The Destructivore* and *Jack Pride* to the fore; while *Borstal Squad*, *Warfish* and *DeathSphere* add variety. Richard Hunter's draughtsmanship on *Caesar Smith NYPD* is impressive to behold. (DK) 9

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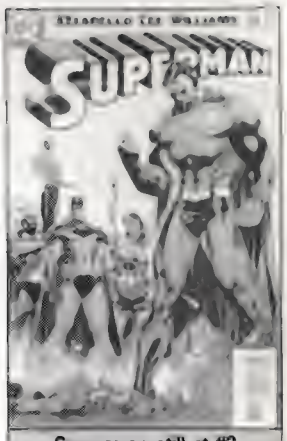
# Comics Economics

## Top 100 US comicbook sales for August 2004

Astonishing X-Men up to #1

| Rank | Prior | Title, Issue, Price & Estimated Orders | Publisher |
|---|---|---|---|
| 1 | (4) | **Astonishing X-Men #4** $2.99 (145,543) | Marvel |
| 2 | (=) | **Superman #208** $2.50 (129,256) | DC Comics |
| 3 | (=) | **Identity Crisis #3** $3.95 (124,601) | DC Comics |
| 4 | (N) | **X-Men End 1: Dreamers & Demons #1** $2.99 (109,587) | Marvel |
| 5 | (8) | **Ultimate X-Men #50** $2.25 (103,154) | Marvel |
| 6 | (N) | **Ultimate Nightmare #1** $2.25 (102,655) | Marvel |
| 7 | (4) | **X-Men End 1: Dreamers & Demons #2** $2.99 (98,578) | Marvel |
| 8 | (6) | **Ultimate Spider-Man #63** $2.25 (96,279) | Marvel |
| 9 | (7) | **Uncanny X-Men #447** $2.25 (95,838) | Marvel |
| 10 | (8) | **Ultimate Spider-Man #64** $2.25 (94,682) | Marvel |




Superman still at #2

| | | | |
|---|---|---|---|
| 11 | (9) | **X-Men #160** $2.25 (91,790) | Marvel |
| 12 | (10) | **Ultimate Fantastic Four #10** $2.25 (90,670) | Marvel |
| 13 | (11) | **Amazing Spider-Man #511** $2.25 (88,118) | Marvel |
| 14 | (12) | **Marvel Knights: Spider-Man #5** $2.99 (75,662) | Marvel |
| 15 | (13) | **Batman #631** $2.25 (72,287) | DC Comics |
| 16 | (N) | **Ultimate Elektra #1** $2.25 (68,340) | Marvel |
| 17 | (N) | **X-Force #1** $2.99 (66,830) | Marvel |
| 18 | (14) | **Wolverine #18** $2.25 (65,304) | Marvel |
| 19 | (15) | **Teen Titans #14** $2.50 (63,894) | DC Comics |
| 20 | (18) | **Supreme Power #12** $2.99 (61,798) | Marvel |
| 21 | (17) | **JLA #103** $2.25 (61,719) | DC Comics |
| 22 | (21) | **JLA #104** $2.25 (60,750) | DC Comics |
| ■ International direct market retail orders estimated below 60,000 | | | |
| 23 | (19) | **Excalibur #4** $2.99 (56,153) | Marvel |
| 24 | (25) | **Spectacular Spider-Man #18** $2.25 (52,271) | Marvel |
| 25 | (23) | **Daredevil #63** $2.99 (52,206) | Marvel |
| 26 | (21) | **New X-Men #4** $2.99 (51,902) | Marvel |
| 27 | (47) | **Detective Comics #797** $2.95 (50,695) | DC Comics |
| 28 | (27) | **Fantastic Four #517** $2.99 (50,247) | Marvel |
| ■ International direct market retail orders estimated below 50,000 | | | |
| 29 | (29) | **Conan #7** $2.99 (47,052) | Dark Horse |
| 30 | (20) | **Venom vs Carnage #2** $2.99 (46,517) | Marvel |
| 31 | (44) | **Robin #129** $2.25 (45,642) | DC Comics |
| 32 | (22) | **Justice League Elite #2** $2.50 (45,570) | DC Comics |
| 33 | (30) | **Punisher #10** $2.99 (45,396) | Marvel |
| 34 | (N) | **Soulfire #1** $2.99 (45,156) | Aspen |
| 35 | (46) | **Batman: Gotham Knights #56** $2.50 (44,977) | DC Comics |
| 36 | (69) | **Nightwing #96** $2.25 (44,566) | DC Comics |
| 37 | (N) | **Doctor Spectrum #1** $2.99 (44,218) | Marvel |
| 38 | (33) | **Incredible Hulk #75** $3.50 (44,066) | Marvel |
| 39 | (32) | **Action Comics #818** $2.50 (43,257) | DC Comics |
| 40 | (N) | **Invaders #1** $2.99 (42,577) | Marvel |
| 41 | (33) | **Incredible Hulk #76** $3.50 (42,498) | Marvel |
| 42 | (93) | **Batman Legends of the Dark Knight #182** $2.50 (42,223) | D C |
| 43 | (41) | **Flash #213** $2.25 (41,363) | DC Comics |
| 44 | (36) | **JSA #64** $2.50 (41,317) | DC Comics |
| 45 | (39) | **Wolverine/Punisher #5** $2.99 (40,828) | Marvel |
| ■ International direct market retail orders estimated below 40,000 | | | |
| 46 | (26) | **Rogue #2** $2.99 (39,910) | Marvel |
| 47 | (37) | **Marvel Knights 4 #9** $2.99 (39,743) | Marvel |
| 48 | (64) | **Batgirl #55** $2.50 (39,469) | DC Comics |
| 49 | (38) | **Adventures of Superman #631** $2.50 (38,847) | DC Comics |
| 50 | (4) | **Captain America #30** $2.99 (38,464) | Marvel |
| 51 | (45) | **Exiles #50** $2.99 (37,958) | Marvel |
| 52 | (21) | **Amazing Fantasy #2** $2.99 (37,647) | Marvel |
| 53 | (98) | **Catwoman #34** $2.50 (37,033) | DC Comics |
| 54 | (51) | **Exiles #51** $2.99 (36,946) | Marvel |
| 55 | (50) | **Thor #83** $2.99 (36,519) | Marvel |
| 56 | (51) | **Green Lantern #180** $2.25 (36,425) | DC Comics |
| 57 | (49) | **Transformers: Generation One Vol 3 #7** $2.95 (34,756) | DreamWave |
| 58 | (53) | **Spawn #137** $2.50 (34,734) | Image |
| 59 | (N) | **Avengers #500 Directors Cut** $4.99 (34,418) | Marvel |
| 60 | (52) | **Amazing Fantasy #3** $2.99 (33,917) | Marvel |
| 61 | (50) | **X-Men Unlimited #4** $2.99 (33,835) | Marvel |
| 62 | (55) | **Powers #3** $2.95 (33,629) | Marvel |
| 63 | (55) | **Avengers/Thunderbolts #6** $2.99 (33,512) | Marvel |
| 64 | (54) | **Iron Man #87** $2.99 (33,512) | Marvel |
| 65 | (48) | **Identity Disc #3** $2.99 (33,129) | Marvel |
| 66 | (64) | **Birds of Prey #71** $2.50 (32,294) | DC Comics |
| 67 | (60) | **Green Arrow #41** $2.50 (32,294) | DC Comics |
| 68 | (N) | **DC Comics Presents Superman #1** $2.50 (32,117) | DC Comics |
| 69 | (N) | **JSA: Strange Adventures #1** $3.50 (32,061) | DC Comics |
| 70 | (52) | **Powerless #3** $2.99 (31,915) | Marvel |
| 71 | (66) | **Birds of Prey #72** $2.50 (31,839) | DC Comics |
| 72 | (N) | **DC Comics Presents JLA #1** $2.50 (31,748) | DC Comics |
| 73 | (61) | **Cable Deadpool #6** $2.99 (31,033) | Marvel |
| 74 | (N) | **Majestic #1** $2.95 (30,881) | DC Comics |
| 75 | (53) | **District X #4** $2.99 (30,819) | Marvel |
| 76 | (65) | **Captain America & The Falcon #6** $2.99 (30,252) | Marvel |
| 77 | (N) | **DC Comics Presents Flash #1** $2.50 (30,158) | DC Comics |
| ■ International direct market retail orders estimated below 30,000 | | | |
| 78 | (N) | **We3 #1** $2.95 (29,768) | DC Comics |
| 79 | (67) | **Loki #3** $3.50 (29,587) | Marvel |
| 80 | (66) | **Firestorm #4** $2.50 (28,402) | DC Comics |
| 81 | (71) | **Emma Frost #14** $2.99 (28,214) | Marvel |
| 82 | (58) | **Doom Patrol #3** $2.50 (28,098) | DC Comics |
| 83 | (74) | **GI Joe #33** $2.95 (28,004) | Devil's Due |
| 84 | (N) | **Astro City Special** $3.95 (27,982) | DC Comics |
| 85 | (72) | **Wonder Woman #207** $2.25 (27,187) | DC Comics |
| 86 | (85) | **Street Fighter #9** $2.95 (26,699) | Devil's Due |
| 87 | (81) | **Y: The Last Man #25** $2.95 (26,616) | DC Comics |
| 88 | (70) | **Tranformers: Micromasters #2** $2.95 (26,052) | DreamWave |
| 89 | (80) | **Mystique #18** $2.99 (25,944) | Marvel |
| 90 | (85) | **Weapon X #27** $2.99 (25,604) | Marvel |
| 91 | (N) | **Manhunter #1** $2.50 (25,517) | DC Comics |
| 92 | (92) | **Fables #28** $2.50 (25,076) | DC Comics |
| 93 | (N) | **DC Comics Presents Atom #1** $2.50 (25,076) | DC Comics |
| 94 | (79) | **Alpha Flight #6** $2.99 (25,004) | Marvel |
| 95 | (86) | **She Hulk #6** $2.99 (24,751) | Marvel |
| 96 | (56) | **Hawkman #31** $2.50 (24,035) | DC Comics |
| 97 | (N) | **Batman/Catwoman: Trail of the Gun #1** $5.95 (23,492) | DC Comics |
| 98 | (96) | **Aquman #21** $2.50 (23,466) | DC Comics |
| 99 | (99) | **Legion #37** $2.50 (23,476) | DC Comics |
| 100 | (99) | **Legion #38** $2.50 (23,327) | DC Comics |

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# Comics Economics

## Top 100 US comicbook sales for September 2004

Superman/Batman up to #1

| Rank | Prior | Title Issue Price & Estimated Orders | Publisher |
|---|---|---|---|
| 1 | (=) | **Superman/Batman #12** $2.95 (139,516) | DC Comics |
| 2 | (1) | **Astonishing X-Men #5** $2.99 (131,552) | Marvel |
| 3 | (=) | **Identity Crisis #4** $3.95 (128,837) | DC Comics |
| 4 | (2) | **Superman #209** $2.50 116,827) | DC Comics |
| 5 | (=) | **Ultimate X-Men #51** $2.25 (94,965) | Marvel |
| 6 | (9) | **Uncanny X-Men #448** $2.25 (94,708) | Marvel |
| 7 | (10) | **Ultimate Spider-Man #65** $2.25 (94,174) | Marvel |
| 8 | (6) | **Uncanny X-Men #449** $2.25 (93,839) | Marvel |
| 9 | (10) | **Avengers #502** $2.25 (93,105) | Marvel |
| 10 | (5) | **Avengers #501** $2.25 (91,054) | Marvel |

Identity Crisis still at #3

| | | | |
|---|---|---|---|
| 11 | (11) | **X-Men #161** $2.25 (90,591) | Marvel |
| 12 | (11) | **X-Men #162** $2.25 (89,878) | Marvel |
| 13 | (12) | **Ultimate Fantastic Four #11** $2.25 (87,620) | Marvel |
| 14 | (13) | **Amazing Spider-Man #512** $2.25 (87,236) | Marvel |
| 15 | (6) | **Ultimate Nightmare #2** $2.25 (87,221) | Marvel |
| 16 | (7) | **X-Men End Book 1 Dreamers & Demons #3** $2.99 (84,001) | Marvel |
| 17 | (14) | **Wolverine: The End #5** $2.99 (79,578) | Marvel |
| 18 | (14) | **Marvel Knights Spider-Man #6** $2.99 (71,492) | Marvel |
| 19 | (15) | **Batman #632** $2.25 (71,236) | DC Comics |
| 20 | (18) | **Wolverine #19** $2.25 (65,046) | Marvel |
| 21 | (22) | **Teen Titans #16** $2.50 (64,177) | DC Comics |
| 22 | (19) | **Teen Titans #15** $2.50 (63,136) | DC Comics |
| 23 | (22) | **JLA #105** $2.25 (60,836) | DC Comics |
| ■ | | **International direct market retail orders estimated below 60,000** | |
| 24 | (N) | **Strange #1** $3.50 (59,974) | Marvel |
| 25 | (23) | **JLA #106** $2.25 (59,838) | DC Comics |
| 26 | (29) | **Daredevil #65 Anniversary Special** $3.99 (56,547) | Marvel |
| 27 | (16) | **Ultimate Elektra #2** $2.25 (54,296) | Marvel |
| 28 | (23) | **Excalibar #5** $2.99 (53,776) | Marvel |
| 29 | (25) | **Daredevil #64** $2.99 (52,259) | Marvel |
| 30 | (24) | **Spectacular Spider-Man #19** $2.25 (51,874) | Marvel |
| 31 | (17) | **X-Force #2** $2.99 (50,991) | Marvel |
| ■ | | **International direct market retail orders estimated below 50,000** | |
| 32 | (28) | **Fantastic Four #518** $2.99 (48,939) | Marvel |
| 33 | (27) | **Detective Comics #798** $2.95 (48,782) | DC Comics |
| 34 | (26) | **New X-Men #5** $2.99 (48,526) | Marvel |
| 35 | (N) | **Gambit #1** $2.99 (46,994) | Marvel |
| 36 | (29) | **Conan #8** $2.99 (46,339) | Dark Horse |
| 37 | (N) | **Nightcrawler #1** $2.99 (45,491) | Marvel |
| 38 | (31) | **Robin #130** $2.25 (45,406) | DC Comics |
| 39 | (35) | **Batman Gotham Knights #57** $2.50 (44,914) | DC Comics |
| 40 | (30) | **Venom vs Carnage #3** $2.99 (44,864) | Marvel |
| 41 | (42) | **Wanted #5** $2.99 (44,644) | Image |
| 42 | (N) | **Hulk & Thing: Hard Knocks #1** $3.50 (44,302) | Marvel |
| 43 | (43) | **Flash #214** $2.25 (44,124) | DC Comics |
| 44 | (36) | **Nightwing #97** $2.25 (44,038) | DC Comics |
| 45 | (33) | **Punisher #11** $2.99 (44,038) | Marvel |
| 46 | (39) | **Action Comics #819** $2.50 (42,385) | DC Comics |
| 47 | (32) | **Justice League Elite #3** $2.50 (42,321) | DC Comics |
| 48 | (35) | **Outsiders #15** $2.50 (42,186) | DC Comics |
| 49 | (56) | **Green Lantern #181** $2.25 (41,531) | DC Comics |
| 50 | (44) | **JSA #65** $2.50 (41,459) | DC Comics |
| 51 | (48) | **Outsiders #16** $2.50 (41,374) | DC Comics |
| 52 | (42) | **Batman Legends of the Dark Knight #183** $2.50 (41,174) | DC |
| 53 | (N) | **Catwoman When in Rome #1** $3.50 (40,206) | DC Comics |
| 54 | (35) | **Gambit #2** $2.99 (40,013) | Marvel |
| ■ | | **International direct market retail orders estimated below 40,000** | |

| | | | |
|---|---|---|---|
| 55 | (48) | **Batgirl #56** $2.50 (39,493) | DC Comics |
| 56 | (37) | **Doctor Spectrum #2** $2.99 (39,244) | Marvel |
| 57 | (N) | **GI Joe vs Transformers Volume 2 #1** $4.95 (39,016) | Devil's Due |
| 58 | (N) | **Black Widow #1** $2.99 (38,653) | Marvel |
| 59 | (47) | **Marvel Knights 4 #10** $2.99 (38,318) | Marvel |
| 60 | (49) | **Adventures of Superman #632** $2.50 (38,111) | DC Comics |
| 61 | (24) | **Army of Darkness Ashes 2 Ashes #2** $2.99 (37,940) | Devil's Due |
| 62 | (42) | **Pulse #5** $2.99 (37,812) | Marvel |
| 63 | (53) | **Catwoman #35** $2.50 (37,784) | DC Comics |
| 64 | (55) | **Thor #84** $2.99 (37,342) | Marvel |
| 65 | (50) | **Captain America #31** $2.99 (37,128) | Marvel |
| 66 | (54) | **Exiles #52** $2.99 (36,245) | Marvel |
| 67 | (46) | **Rogue #3** $2.99 (34,934) | Marvel |
| 68 | (N) | **Bullseye Greatest Hits #1** $2.99 (34,371) | Marvel |
| 69 | (N) | **Madrox #1** $2.99 (33,752) | Marvel |
| 70 | (N) | **JLA: Secret Files 2004** $4.95 (33,595) | DC Comics |
| 71 | (N) | **Transformers War Within Vol 3 #1** $2.95 (33,502) | DreamWave |
| 72 | (62) | **Powers #4** $2.95 (33,046) | Marvel |
| 73 | (64) | **Iron Man #88** $2.99 (32,932) | Marvel |
| 74 | (40) | **Invaders #2** $2.99 (32,576) | Marvel |
| 75 | (66) | **Birds of Prey #73** $2.50 (32,070) | DC Comics |
| 76 | (57) | **Transformers: Generation One Vol 3 #8** $2.95 (31,942) | DreamWave |
| 77 | (66) | **Birds of Prey #74** $2.50 (31,835) | DC Comics |
| 78 | (67) | **Green Arrow #42** $2.50 (31,714) | DC Comics |
| 79 | (65) | **Identity Disc #4** $2.99 (31,643) | Marvel |
| 80 | (N) | **Jubilee #1** $2.99 (31,287) | Marvel |
| 81 | (N) | **Fathom: Dawn of War #1** $2.99 (31,073) | Aspen Entertainment |
| 82 | (N) | **Adam Strange #1** $2.95 (30,895) | DC Comics |
| 83 | (58) | **Spawn #138** $2.50 (30,817) | Image |
| 84 | (70) | **Powerless #4** $2.99 (30,361) | Marvel |
| 85 | (73) | **Cable Deadpool #7** $2.99 (30,325) | Marvel |
| 86 | (60) | **Amazing Fantasy #4** $2.99 (30,325) | Marvel |
| ■ | | **International direct market retail orders estimated below 30,000** | |
| 87 | (N) | **Marvel Knights 2099: Daredevil #1** $2.99 (29,784) | Marvel |
| 88 | (N) | **Marvel Knights 2099: Punisher #1** $2.99 (29,007) | Marvel |
| 89 | (75) | **District X #5** $2.99 (28,979) | Marvel |
| 90 | (76) | **Captain America & The Falcon #7** $2.99 (28,886) | Marvel |
| 91 | (N) | **Elektra: Hand #1** $2.99 (28,694) | Marvel |
| 92 | (69) | **JSA: Strange Adventures #2** $3.50 (28,594) | DC Comics |
| 93 | (N) | **Marvel Knights 2099: Mutants #1** $2.99 (28,160) | Marvel |
| 94 | (81) | **Emma Frost #15** $2.99 (27,412) | Marvel |
| 95 | (83) | **GI Joe #34** $2.95 (26,934) | Devil's Due |
| 96 | (87) | **Y: The Last Man #26** $2.95 (26,735) | DC Comics |
| 97 | (85) | **Wonder Woman #208** $2.25 (26,628) | DC Comics |
| 98 | (80) | **Firestorm #5** $2.50 (26,429) | DC Comics |
| 99 | (82) | **Doom Patrol #4** $2.50 (26,101) | DC Comics |
| 100 | (91) | **Elektra: Hand #2** $2.99 (25,638) | Marvel |

# DAVE'S COMICS

## new for november

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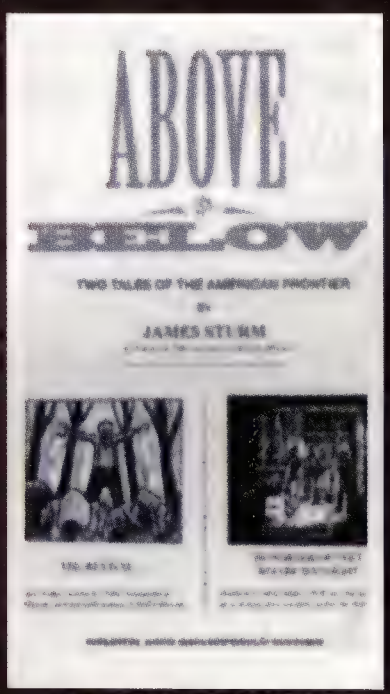


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**LIVERPOOL**
**SUNDAY: JANUARY 23rd**
GLADSTONE HOTEL, LORD NELSON STREET, LIVERPOOL

**MANCHESTER**
**SATURDAY: JANUARY 22nd**
SACHAS HOTEL, TIB STREET, PICCADILLY, MANCHESTER

**NEWCASTLE**
**SATURDAY: JANUARY 15th**
UNIVERSITY OF NORTHUMBRIA, STUDENTS' UNION BALLROOM,
SANDYFORD ROAD, NEWCASTLE-UPON-TYNE

**NOTTINGHAM**
**SATURDAYS: DECEMBER 18th, FEBRUARY 19th**
VICTORIA LEISURE CENTRE, GEDLING STREET, NOTTINGHAM

**SHEFFIELD**
**SATURDAY: JANUARY 8th**
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MAPPIN STREET (off West Street), SHEFFIELD

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**OPENS MIDDAY**

# Letters

CI, 345 Ditchling Rd, Brighton BN1 6JJ (editorial@comicsinternational.com)

*Apologies, apologies, apologies. We've been forced to raise the cover price with this issue. But the more astute among you, or fans of typography, may have noticed that we've also changed fonts for most of the features. What this means is we now fit an extra 50% of text on each page thus giving you more to read without destroying extra trees.*

*So before you berate us for robbing you of an extra 45p, ask yourself, who else in our industry gives you over four hours of stimulating reading for under £2? ... Dez*

## The fake J.J. Chance?

El Sloano via e-mail:
elsloano@hotmail.com

AFTER J.J. Chance's recent rant about Warren Ellis (**CI** #177), let me remind readers that I am and have long been El Sloano and am not using a pseudonym to rail against a current comics superstar (I prefer Chuck Austen as the target, myself!).

If Alan Moore can oversee a revival of a bunch of old British boys' comics characters for WildStorm, then it's well past time Mark Millar brought back that classic Brit animated character – Bananaman!

Mr Millar could do a realistic take on Bananaman by making him an amnesiac who suddenly remembers his magic word and becomes Bananaman, complete with dialogue like "It's over now! I'm Bananaman! I'm back!"

Millar could also introduce a supporting cast like Young Bananaman, Kid Bananaman and Bananawoman. Kid Bananaman could be evil and Earth could be caught in the middle of an interstellar conflict between two ancient civilisations and... aw, forget it!

I'm not implying Millar would be so brazen as I've been reading his **Marvel Knight Spider-Man** and it's excellent; the best Spider-Man since the Stern/Romita Jr run of 1982, in my opinion. Millar has become a fine writer at last – and here's hoping he doesn't fall back on the sordid preoccupations so obvious in his run on **The Authority** (Marvel editorial being more stringent than WildStorm, obviously) and churn out more unpleasant, badly plotted nonsense rubber stamped by lazy editors in order to titillate a niche market of obnoxious 'tweens.

Heck, I'm even enjoying his **Wolverine**, the only run since the Claremont/Miller version to grab my interest (including **Deathblow vs Wolverine**)! And roll on Volume 2 of **The Ultimates**.

See? A leopard can change its spots. By the way, I've got an idea of mine in print so if Warren Ellis and co want to Google 'El Sloano' they can see what I can do and pan/praise me if they see fit!

## On a Rampage

Mark Badham-Moore, via email

**I PICKED up the first issue of Panini's new Marvel Rampage a couple of weeks ago. I had to buy it blind as it comes bagged, so you can't even flick through it to evaluate its content first.**

**But one thing did strike me about it and that's the cover featuring good ol' Wolverine, but (and here's the rub) in Ultimate get-up (and stupid goatee).**

**All fine and dandy until you get inside to the very first story and (elsewhere in the issue) he's in his old 1980s yellow and blue spandex with the pointy ears too.**

**I guess it might all be a sign of some sort of Marvel editorial control from across the pond, but why confuse this way?**

**Now, I haven't had a chance to read Astonishing X-Men yet (re: costumes/uniforms), but surely if Panini wants to attract new young readers they would at least have character depictions tie in, especially from the front cover to then first comic strip. Then, with the second issue they bag it so they can include a free gun...!**

**Just ludicrous...**

*Glad you brought that up. I've always felt it works against publishers to try to boost their market with a free gift, but prevent casual browsing by then bagging the title.*

## Old friends

Steve Hooker via e-mail:
jackieandstephen@hotmail.com

I HAVE been away from comics for a decade or so now but I find myself drawn back and I thought of no better place to get myself reacquainted with comics again than **Comics International**.

Confessions first. It has been the selling of my comics collection on eBay for the past year that has brought me back to comics. It's not so much the new stuff that I'm after, I really, really don't have a clue and plan to, **CI** in my hand, go to a comic mart in Leeds in December or early next year. I plan to take a chunk of my eBay funds with me and convert it into comics I should have brought in the '70s and ones I'd like to buy now!

As I've sold comics, I've looked at comics that are being sold. I've been smitten by the stuff I missed because I didn't start collecting US comics until 1974 (I've read comics since, well, since I could read).

But even then I let an awful lot of DC stuff from those early years go; I had a Marvel mentality then, that I regret now. It was enforced by fellow collectors, along with a hatred of all things Kirby.

So, I find myself on a bit of a Kirby, er, bender at the moment. I got **New Gods** first issue (amazing condition!) a few weeks ago and I've got **Mister Miracle** #1, **OMAC** #1 on the way and I'm bidding on **Forever People** #1 as we speak. And I want that Kirby copy of **The Losers** where they make a futuristic tank out of paper and wood to fool the German army (I bought it at the time and gave it away!). Then I'm on to '70s **Detective Comics**!

So, either I'm getting old (42) or mad or nostalgic. Possibly all 3!

But coming back to **CI** (I went for a sub too) is like coming back to old friends. Dez signed **Warrior** #6 for me, along with all the other contributors at a comic con I can't remember the year of. You used to get a questionable press in **Bem-using Magazine (BEM)** but at least you were doing something in comics rather than criticising it. How could I not respect you and your publication?

Mike Conroy used to scare the life out of me at comic marts in the mid '70s (Chelsea Town Hall, no less) running around, jumping up on tables, auctioning comics.

I got **Marvel Feature** #1 that way – even if Mike did rip into my opening bid of 10p; I think we settled on the arm and a leg price of 75p in the end. But I'm scared for life! Even if I smile when I think about it, I can still hear his mocking voice to this day!

Paul Gravett, when he was in overseeing **Psssst** magazine, was busily looking for someone to adapt a short story of mine into comics form. I wondered then how this man could stay so nice and encouraging in a field like this. I still have issue #2 Paul's **Escape**, A5-sized magazine, complete with 3D glasses. Bagged of course! A good on for eBay? I don't think so. I'll hang on to it.

So you see, **CI** is like coming home to somewhere I've never left. It's so hard to be objective about it. The standard of writing is good and balanced, I feel I'm getting a good guide to what's

## Mike Kazybrid's COMIC CUTS

OH, DEAR GOD, SOMEBODY MENTIONED THAT NED'S STILL INSIDE, IF ONLY...
COMIC MART TODAY
NED!!
STAY BACK - DON'T ANYONE TRY TO STOP ME, I'M GOING IN!!
FAN
I CAN'T LOOK, I CAN'T BARE IT!
OMIGOSH! WHAT A GUY...
WAIT, I DON'T BELIEVE IT! MIC'S COMING OUT!
Phew! THANK GOD I REMEMBERED THAT NED WAS HOLDING THE BOX CONTAINING THE JACK KIRBY SILVER AGE COLLECTION! IT'S GONNA BE A HAPPY CHRISTMAS AFTER ALL, GUYS!!

**Send your script ideas to the above address and you receive the original art if yours is published.**

Please note: All scripts are submitted on the understanding they become the copyright property of Kazybrid, Skinn and Comics International.

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going on, knowing that **CI** isn't in anyone's pocket, in, say, the way some film review magazines are. Bad mouth a movie and bang go your review screening rights and an immediate drop in sales.

Been there a bit myself so I know it's true, doing video reviews for a few national magazines.

So, I like your independence, I like **CI**'s unwillingness to fall for the hype. God knows that isn't easy to do in a field where **Logan's Run** #6 gets the *hot* treatment! All this and **CI** isn't cynical either, that would be so easy and you don't hark back to the old days and tell it like it used to be.

For me, **CI** celebrates the medium and that's like a 10 out of 10. Now, if you could only fit the odd interview in every now and again, but I'm not even sure about that. **CI** seems just right the way it is.

Bottom line is, as long as you publish... I'll read!

## Lucky me

Michael Waite via e-mail: mike@waite62.fsnet.co.uk

JUST wanted to say thanks. Yesterday the postie delivered **500 Comicbook Villains** so I guess I must've done OK in **CI**'s draw.

It's my first look at Mike Conroy's work (outside **CI**) and I'm impressed. Apart from the usual debate about who/what should go into any list, I can't fault it.

## Champion of comics?

Kernow Comix & Kollectables
Quay Street, Truro, Cornwall TR1 2HB

HEY Dez, do you realise you're the (RIP) John Peel of comics – i.e. a guy who has done and continues to do great things in his field of interest over many years, yet still maintains a huge passion for it, is able to express it to others, and no doubt is well-loved too!

Unfortunately, when *you* bite the big one it won't make the TV or the newspapers – but, on the bright side, you should get a photo cover of yourself on **CI**.

Anyway, keep on inspiring us for many years to come.

*All these compliments. It must be Christmas!*

## Praise for Panini

Peter Sidebotham
Congleton, Cheshire

THANKS for the coverage of Pixar's *The Incredibles*, which I hope will hit the usual perfect balance for a spoof!

I've recently taken more of an interest in manga artwork, mainly due to its simplistic cartoony style. I actually liked the manga style Superman, which appeared on the **DK Superman Guide**. Perhaps more superhero strips should head this way, instead of taking themselves too seriously?

When I read the news that Panini was to produce a Marvel-branded boys' lifestyle magazine for seven to 12-year olds I thought the idea sucked! But it's actually quite a clever piece of merchandising – bring in all those young computer game and film fans, and introduce them to Marvel!

It remains to be seen if this ploy actually works, but it's worth a shot, isn't it? And we get to strut our stuff with British-originated strips (I can almost see Captain Britain dusting down his outfit).

I also grown fond of the UK Ultimate line, but it's high time **Ultimate Fantastic Four** and **The Ultimates** made their debut!

Here's to interesting times ahead. Keep the flame burning!

## The Iron Fish: fact or fishtion?

Simon Rogers via e-mail: SimonPRogers@aol.com

WONDERED if any of your readers you caught the news items about the *Bionic Dolphin* in any of the papers last week?

**The Mail** did a "Tin-Tin got there first" item though to my mind it looks more like DC Thomson's Iron Fish than anything else. The picture even looks like a panel from an old **Beano** annual.

*For those who missed it, here are some pics for you to make up your own minds...*

# Directory

**An at-a-glance reference guide to everything that counts in comics**

## Internet Listings

### Comics creators

Jessica Abel ..... www.artbabe.com
Neal Adams ..... www.nealadams.com
Kyle Baker ..... www.kylebaker.com
Leo Baxendale ..... www.reaper.co.uk/main.htm
Brian Bolland Art ..... www.velouria.com/Bolland
Mark Bright ..... www.mdbright.com
Eddie Campbell ..... www.eddiecampbellcomics.com
John Cassaday ..... www.johncassaday.com
Gene Colan ..... www.genecolan.com
Chuck Dixon ..... www.dixonverse.com
Will Eisner ..... www.willeisner.tripod.com
Warren Ellis ..... www.warrenellis.com
Phil Foglio ..... www.studiofoglio.com
Jon Haward ..... www.jonhawardart.com
Jeff Jones ..... www.jeffreyjones.com
Bob Layton ..... www.boblayton.com
Joseph Michael Linsner ..... www.linsner.com
Tom Lyle ..... www.tomlyle.com
Scott McCloud ..... www.scottmcloud.com
Grant Morrison ..... www.grant-morrison.com
Alex Ross Art ..... www.alexrossart.com
Dave Stevens ..... www.davestevens.com
William Stout ..... www.williamstout.com
Bryan Talbot ..... www.bryan-talbot.com
Barry Windsor-Smith .. www.barrywindsor-smith.com
Bernie Wrightson ..... www.berniewrightson.com

### Comics publishers

Abstract Studios ..... www.strangersinparadise.com
AC Comics ..... www.accomics.com
Acclaim ..... ww.acclaim.com/comics
AiT/Planet Lar ..... www.astronautsintrouble.com
Antarctic Press ..... www.antarctic-press.com
AP Comics ..... www.apcomics.com
Archie Comic Publications ... www.archiecomics.com
Caliber Comics ..... www.calibercomics.com
Cartoon Books ..... www.boneville.com
Chaos! ..... www.chaoscomics.com
com.x ..... www.comxcomics.com
CrossGen ..... www.crossgen.com
Crusade Entertainment ..... www.shiweb.com
Dark Horse ..... www.darkhorse.com
DC Comics ..... www.dccomics.com
Drawn and Quarterly ..... www.drawnandquarterly.com
Dynamic Forces ..... www.dynamicforces.com
Fantagraphics ..... www.fantagraphics.com
Harris Comics ..... www.vampirella.com
Heavy Metal ..... www.heavymetal.com
Knockabout Comics ..... www.knockabout.com
Marvel Comics ..... www.marvel.com
Northern Lightz ..... www.northernlightz.com
Oni Press ..... www.onipress.com
Pulp Theatre ..... www.pulptheatre.com
Quality/Warrior ..... www.comicsinternational.com
Sirius Entertainment www.sirius.choiceoneonline.com
Todd McFarlane Productions ..... www.spawn.com
Top Cow Comics ..... www.topcow.com
TwoMorrows ..... www.twomorrows.com
2000 AD ..... www.2000ADonline.com
Viz (USA) ..... www.viz.com
Viz (UK) ..... www.viz.co.uk
WildStorm Comics ..... www.wildstorm.com

### Manga and anime

AD Vision ..... www.advfilms.com
MVM ..... www.mvm-uk.co.uk

**OTAKU.CO.UK**
Secure online shopping for the latest anime, manga and game collectables direct from Japan ..... www.otaku.co.uk

### Downloadable software

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### On-line auctions

**COMIC BOOK POSTAL AUCTIONS**
Ten successful years specialising in Golden & Silver Age, artwork and vintage UK comics ..... www.compalcomics.com

Heritage Comics Auctions .www.heritagecomics.com

**NEAR MINT**
The newest truly online auction system, dedicated to the collectible marketplace ..... www.near-mint.com

### Fantasy art and books

**THE DRAGONS GALLERY**
'Shop online' for original comic art, lithos, manga, fantasy and gothic art ..... www.thedragonsgallery.co.uk

### New and back issue dealers

Ace Comics ..... www.acecomics.net
Avalon Comics ..... www.avaloncomics.co.uk
Big Al's Comics ..... www.bigalscomics.com

**CHAOS CITY COMICS**
Award-winning site. High grade Silver Age items and Dave Gibbons original art ..... www.chaoscitycomics.com

**COLMORE COMICS**
Quality Silver Age and Bronze Age on the UK's newest state-of-the-art website! ..... www.colmorecomics.com

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Comics & Collectables www.comicsandcollectables.co.uk
Comics Forever ..... www.comicsforever.com

**COMIX-SHOP.CO.UK**
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**INCOGNITO**
Access over 500,000 comics on the UK's fastest and funkiest comics website ..... www.incognitocomics.co.uk

Krypton Komics ..... www.kryptonkomics.com

**MEGA-CITY COMICS**
Largest graphic novel catalogue in the country – fast and easy online shopping ..... www.megacitycomics.co.uk

Mighty World of Comicana ..... www.comicana.com

**OBSCURE COMICS**
For those comics that you can't find anywhere. Cheap too! ..... www.obscurecomics.com

OK Comics ..... www.okcomics.co.uk
Page 45 ..... www.page45.com

**QUICKSILVER COMICS**
The specialist Silver and Bronze Age site. Over 100,000 items listed, all with cover images ..... www.qscomics.com

**SILVER ACRE COMICS**
Over 900,000 comics in stock, 110,000 different items listed online ..... www.silveracre.com

Speeding Bullet ..... www.speedingbulletcomics.co.uk

## On-line comics companies:

By popular demand, **Comics International** now runs an at-a-glance overview of the major sites for on-line comics collectors and creators. Have your company listed for only £5 (US $8) a month. Bookable in six-issue blocks, companies wishing to be included should send £30 or US $40 (UK: please add £5.25 to cover VAT) with trading name and website address.

♦ Major companies requiring bold and boxed entries should send £60 + £10.50 VAT per six-issue series, US $80 (£10/$16 per issue) and may add three lines of descriptive copy. Cheques and international money orders should be made payable to Comics International and sent to:
**Comics International, 345 Ditchling Road, Brighton BN1 6JJ**
Alternatively, payment can be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail details to: comicsinternational@yahoo.co.uk

# Retail Index: UK

**Key to the abbreviations used:**

imp = air imported new issues
back = back issues stocked
gn = graphic novels
tpbk = trade paperbacks
STO = standing order service (new comics reserved)
s-p = small press and fanzines
ind = independent comics
u/g = underground comix
prl = peripherals/supplies
RPG = role playing games
CCG = customisable card games
merch = trading cards, videos, t-shirts, posters, etc

*Sorry, no websites, this is a shop guide*

*When telephoning from outside the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe & Eire); 001144 (Australasia).*

## Central London

**Avalon Comics**, 143 Lavender Hill, Battersea, London SW11 5QJ. Mon-Thurs 10-5.45; Fri 10-6.30; Sat 9.30-5.30; Sun 11-3.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 020 7924 3609

**Book & Comic Exchange**, 14 Pembridge Road, Notting Hill Gate, London W11. Mon-Sun 10-8. Nothing legal refused! (back, ind, u/g) 020 7229 8420

**Comic Showcase** 63 Charing Cross Road, London WC2H 0NE. Sun-Wed 10-7; Thurs-Fri 10-8; Sat 9.30-8 (imp, back, s-p, ind, u/g, merch, cartoon books, original art) 020 7434 4349

**Forbidden Planet Megastore**, 179 Shaftesbury Avenue, London WC2H 8JR. Mon-Wed 10-7; Thurs 10-8; Sat 10-7; Sun 12-6 (imp, back, gn, STO, s-p, ind, RPG, CCG, merch, sci-fi/fantasy, books, video/DVD, games, mags, toys) 020 7420 3666

**Gosh!**, 39 Great Russell Street, London WC1B 3PH (opposite British Museum). Mon-Wed 10-6; Thurs-Fri 10-7; Sat-Sun 10-6 (imp, back, STO, ind, u/g, merch, foreign, largest range newspaper strip compilations in UK) 020 7636 1011

**Mega-City Comics**, 18 Inverness Street, Camden Town, London NW1 7HJ. Mon-Wed 10-6; Thurs-Fri 10-7; Sat-Sun 10-6 (imp, back, STO, s-p, ind, u/g, merch, film/TV, fantasy/horror, body art, subculture) 020 7485 9320

**Mighty World of Comicana**, 237 Shaftsbury Avenue, London WC2H 8EH. Mon-Wed 10.30-6.30; Thurs-Sat 10-7; Sun 10-4 (imp, back, STO, ind, merch, film/TV/fantasy) 020 7836 5630

**Orbital**, 9 Old Compton Street, London W1. Mon-Sat 10.30-7; Sun 11-5 (imp, back, gn, STO, manga, toys, Star Wars) 020 7434 9363

## Outer London

**A Place in Space**, 101 Church Street, Croydon, Surrey CR0 1RN. Mon-Sat 9.30-5.30 (imp, back, STO, ind, RPG, CCG, prl, merch, sci-fi, original art) 020 8686 2400

**Ashcan Ltd**, 3 Eagle Star House, 299-301 High Street, Sutton, Surrey SM1 1LG. Tues-Wed/Fri 12-5; Thurs 9-6; Sat 10-5 (imp, back, STO, ind, merch) 0845 166 2532

**Atomic Comics**, 1112 High Road, Chadwell Heath, Romford, Essex RM6 4AH. Mon-Tues 10.30-5.30; Wed 1-5.30; Thurs-Fri 10.30-6; Sat 10-6 (imp, back, gn, tpbk, STO, ind, u/g, prl, RPG, CCG, merch, film/TV, art books, Games Workshop, toys, kits) 020 8597 8547

**Calamity Comics**, 160 Station Road, Harrow, Middlesex HA1 2HR. Mon-Wed 10-6; Thurs-Fri 10-7; Sat 9.30-6 (imp, back, STO, s-p, ind, u/g, RPG, merch, fantasy film/TV, books, videos) 020 8427 3831

**Epic Heroes**, 21/23 Station Road, Edgware, Middlesex HA8 7JE. Mon-Sat 10-6. (imp, back, gn, tpbk, STO, RPG, CCG, merch, toys, posters, Transformers) 020 8952 7181

**Forbidden Planet**, 175 North End, Croydon CR0 1TP. Mon-Wed 10-6; Thurs 10-7; Fri 10-6; Sat 9.30-6. (back, gn, tpbk, STO, ind, u/g, CCG, merch) 020 8688 7190

**Krypton Komics**, 252 High Road, Tottenham, London N15 4AJ (next to Tesco) Tues-Wed 11-6; Thurs 10.30-7; Fri 10.30-6; Sat 10-6 Nearest Tube: Seven Sisters Road. (imp, back, STO, s-p, ind) 020 8801 5378 fax: 8376 3174

**They Walk Among US**, 26 Red Lion Street, Richmond, Surrey TW9 1RW. Mon-Wed 9.30-5.30; Thurs 9.30-6; Fri-Sat 9.30-5.30; Sun 11-4. (imp, back, STO, ind, u/g, merch, fantasy/sci-fi/horror, subculture) tel/fax: 020 8948 8476

**30th Century Comics**, 18 Lower Richmond Road, London SW15 1JP. Mon-Wed 10.30-6; Thurs-Fri 10.30-7; Sat 10.30-6; Sun 11-5 (imp, back, STO, ind, u/g, merch, Gold/Silver/Bronze Age specialists, British comics/annuals, books) 020 8788 2052

## South East

**Ace Comics**, 63/64 High Street, Colchester, Essex. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, RPG, merch) 01206 561912

**The American Comic Shop**, 1 Church Street, Chatham, Kent ME4 4BS (off High Street). Mon-Fri 10-5.30 (Tues until 5); Sat 9-5.30. (imp, back, gn, tpbk, STO, ind, prl, action figures) 01634 817410

**Calamity Comics**, 162 High Street, Watford WD17 2EG. Mon-Tues 10-5.30; Thurs 10-7; Fri 10-6; Sat 9.30-5.30 (imp, back, gn, tpbk, STO, s-p, ind, u/g, prl, RPG, CCG, merch) 01923 249293

**Cartoon Shop**, 19 East Square, Basildon, Essex SS14 1HT. Mon-Sat 10-6 (imp, back, STO, s-p, ind, RPG, merch) 01268 534194

**Central City Comics**, 4 Eagle Street, Ipswich, Suffolk IP4 1JB. Mon-Sat 10-6 (imp, back, STO, s-p, ind, u/g, merch, foreign) 01473 233017

**Chaos City**, 20 Heritage Close, (off High Street), St Albans, Herts AL3 4EB. Mon-Thurs 10-5.30; Fri 10-7.30; Sat 9-5.30; Sun 12-4 (imp, back, gn, tpbk, STO, ind, prl, RPG, CCG, merch) 01727 838719

**Comic Showcase**, 19-20 St Clements Street, Oxford OX4 1AB. Mon-Sat 10-6 (imp, back, STO, s-p, ind, u/g, merch) 01865 723680

**Comix-shop.co.uk**, 7a High Street, Maidenhead SL6 1JN. Mon-Sat 10-6 (imp, back, STO, tpbk, gn, merch, CCG, toys) 01628 777998

**David's Comic Shop**, 5 Sydney Street, Brighton, Sussex BN1 4EN. Mon-Sat 9.30-5.45; Sun 11-4 (imp, back, STO, ind, u/g) 01273 691012

**Daydream Nation Trading Cards at Hive**, 6 Kensington Gardens, Brighton BN1 4AL. Mon-Sat 10-6 (CCGs, cards, sports, Ultra-Pro) 01273 687 877

**Forbidden Planet**, 60 Burleigh Street, Cambridge CB1 1DJ. Mon-Sat 9.30-6 (imp, back, STO, ind, u/g, CCG, merch, videos, sci-fi/fantasy books, film/TV magazines) 01223 301666

**Forbidden Planet**, 44 The Priory Centre, Dartford, Kent DA1 2HS. Mon-Wed 10.30-5.30; Thurs-Sat 10-5.30 (back, gn, ind, PRG, CCG, merch) 01322 224837

**Incognito Comic Shop**, 1-2 The Friars, Canterbury, Kent CT1 2AS. Mon-Fri 10-5.30; Sat 9-5.30 (imp, back, STO, ind, merch, film/TV) tel/fax: 01227 785898

**Off World: The Sci-Fi Store**, 142 Market Halls, Arndale Centre, Luton LU1 2TP. Mon-Sat 9.30-5 (imp, STO, s-p, CCG, merch, Star Trek/Wars, sci-fi collectables) 01582 736256

**Planet Ace**, 324-325 Chartwell North, Top Floor, Victoria Plaza, Southend-on-Sea, Essex SS2 5SR. Mon-Sat 9.30-5.30 (imp, back, STO, ind, u/g, merch) 01702 613021

**Steve's Comics**, The Bookstall, Beckenham Junction Station, Rectory Road, Beckenham, Kent BR3 1HY. Mon-Fri 6-7; Sat 7-5 (back – Marvel, DC – ind, British comics, tpbk) 07977 751442

**Slough Computers**, 50 Village Shopping Centre, Slough, Berks SL1 1HP. Mon-Sat 9.30-5.30 (imp, STO, ind, cards, second hand video games) 01753 521594

**Time Trek**, 46 High Street, Bromley, Kent BR1 1EG. Mon-Wed/Fri 9.30-5.30; Thurs 10-8; Sat 10-5.30; Sun 10-4 (imp, back, ind, gn, merch, STO, CCG, prl, sf TV/film) 020 8313 0677

**Whatever Comics**, 2 Burgate Lane, Canterbury, Kent CT1 2HH. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, merch, kits) 01227 453226

**Whatever Comics**, 5 Middle Row, High Street, Maidstone, Kent ME14 1TF. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, merch, model kits) 01622 681041

## Midlands

**Abstract Sprocket**, 29 St Benedicts Street, Norwich, Norfolk NR2 4PF. Mon-Sat 10-5 (imp, back, STO, s-p, ind, u/g, merch) 01603 624410

**Close Encounters**, 59 Midland Road, Bedford MK10 1PW. Mon-Fri 10-6; Sat 9-6; Sun 11-5 (imp, back, gn, merch, video, DVDs, action figures, t-shirts, trading cards) 01234 270777

**Comic Culture**, The Mall, 257-259 High Street, Lincoln LN2 1HX. Mon-Fri 10-5; Sat 9-5 (imp, back, gn, tpbk, STO, prl) 01522 546611

**Forbidden Planet**, 31 Cross Cheaping, Coventry CV1 1HF. Mon-Wed 9.30-6; Thurs 9.30-7; Fri-Sat 9.30-6 (imp, back, STO, ind, u/g, RPG, CCG, merch, film/TV) 02476 229672

**Forbidden Planet (FPI)**, 129 Middle Walk, Broadmarsh Centre, Nottingham NG1 7LN. Mon-Sat 9-6 (imp, back, STO, s-p, ind, u/g, merch, film/TV) 0115 958 4706

**Forbidden Planet Superstore**, 38 Priory Queensway, Birmingham B4 7LA. Mon-Sat 9.30-5.30 (Thurs-Fri to 6) (imp, back, gn, STO, ind, RPG, CCG, merch, books, games, mags, kits, toys, videos) 0121 236 3026

**FPI Derby**, 1/2 The Corn Exchange, Albert Street, Derby DE1 2DS. Mon-Fri 9.30-5.30; Sat 9-5.30; Sun 12-4 (imp, back, STO, ind, RPG, merch, rock/film TV memorabilia, video games) 01332 206606

**FPI Hanley**, 52 Stafford Street, Hanley, Stoke-on-Trent ST1 1JB. Mon-Fri 9.30-5.30; Sat 9-5.30; Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, rock memorabilia, alchemy metalware) 01782 279294 fax: 202381

**FPI Leicester**, 23 Silver Street, Leicester LE1 5EU. Mon-Fri 10-5.30; Sat 9-5.30; Sun 12-4 (imp, back, STO, ind, u/g, RPG, merch, foreign, alchemy metalware, rock memorabilia) 0116 2515266

**FPI Nottingham**, 19-23 Friar Lane, Nottingham NG1 6DA. Mon-Fri 9.30-5.30; Sat 9-5.30; Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, foreign, rock memorabilia, alchemy metalware) 0115 9484122

**FPI Wolverhampton**, 23 Victoria Street, Wolverhampton WV1 3NP. Mon-Fri 10-5.30; Sat 9-5.30; Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, rock memorabilia, alchemy metalware) 01902 717440

**Ground Zero**, 9 Toothill Lane, Mansfield, Nottinghamshire NG18 1NJ. Mon-Sat 9-5 (imp, back, STO, prl, CCG, merch, toys) 01623 622017

**Nostalgia & Comics (FPI)**, 14-16 Smallbrook, Queensway, Birmingham. Mon-Thurs 9.15-5.45; Fri-Sat 9.15-6 (imp, back, STO, s-p, ind, u/g, merch) 0121 643 0143

**Page 45**, 9 Market Street, Nottingham NG1 6HY. Mon-Sat 9-6. (imp, back, gn, STO, s-p, ind, u/g, merch, manga) 0115 950 8045

**Phoenix Comix**, 29 Abington Square, Northampton NN1 4AE. Mon-Sat 9.30-5 (imp, back, STO, ind, merch, RPG, CCG, action figures) 01604 602311

**Travelling Man**, c/o Gamestation, 1st Floor, 6 East Street, Derby DE1. Mon-Sat 9-5 (imp, back, gn, tpbk, STO, prl, RPG, CCG, merch, action figures, fantasy books, film/TV) 0115 950 9231

**Travelling Man**, c/o Gamestation, 1st Floor, 16 Angel Row, Nottingham NG1 6HL. Mon-Sat 9.30-5.30 (imp, back, STO, ind, RPG, CCG, merch, action figures, miniatures) 0115 950 9231

## North West

**All-American**, 102 Newport Street, Bolton BL3 6AB. Mon-Sat 10-6 (imp, back, gn, STO, merch, Star Wars, WWF, action figures, S/Age, videos, records, CDs) 01204 366553

**Alpha Omega Comics**, 33-35 Library Street, Wigan, Lancs WN1 1NN. Mon-Sat 9.30-5 (imp, back, STO, merch, videos) 07796 854644

**Batcave**, 39 Penny Street, Blackburn, Lancashire BB1 6HQ. Mon-Sat 10-5 (imp, back, gn, STO, RPG, CCG, merch) 01254 667488

**Forbidden Planet**, 92 Bold Street, Liverpool L1 4HY. Mon-Wed 9.30-5.30; Thurs 9.30-7; Fri-Sat 9.30-5.30 (imp, back, STO, ind, u/g, RPG, CCG, merch, film/TV, sci-fi horror) 0151 707 1491

**Forbidden Planet Megastore (FPI)**, 65 Oldham Street, Piccadilly, Manchester M1 1JR. Mon-Sat 9.30-5.30; Sun 12-5 (two floors; imp, back, STO, RPG, CCG, merch, books, toys, film and TV tie-ins, manga) 0161 839 4777

**Imagination Station**, 41 Bank Street, Carlisle, Cumbria CA3 8HJ. Mon-Sat 9.30-5 (imp, back, STO, ind, merch)

**Millennium Comics**, 4 Church Road, Northwich, Cheshire CW9 5NT. Mon-Tues 10-5; Thurs-Fri 10-5.30; Sat 9-5 (imp, back, STO, s-p, RPG, merch, action figures, toys) 01606 49255

**Thunderbooks**, 332 Lytham Road, Blackpool, Lancashire FY4 1DW. Mon/Tues/Thurs-Sat (Sundays in June-Oct only) 10-5.30; Wed 1-3.30 (imp, back, STO, ind, merch, media collectors' items) 01253 348321 fax: 407813

**Thunderbooks II**, 116 Friargate, Preston, Lancashire PR1 9EE. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, RPG, merch) 01772 204287

**Time Tunnel**, 13 Earle Street, Crewe, Cheshire CW1 2BS. Mon and Wed-Sat 9.30-6 (imp, back, STO, merch, film/TV memorabilia, action figures, videos, model kits) 01270 215496

**Worlds Apart (FPI)**, 58-60 Lime Street (city centre), Liverpool. Mon-Sat 10-6; Sun 11-5 (imp, back, STO, ind, merch, film) 0151 707 0839

## North East

**Books 'N' Comics**, Unit 15, Forbes Building, Linthorpe Road, Middlesbrough, Cleveland TS1 4AW. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, merch, fantasy and film magazines, Doctor Who/Star Trek) 01642 249143

**Forbidden Planet (FPI)**, 30 Eastgate, The Headrow, Leeds LS2 7JL. Mon-Sat 9.30-5.30 (imp, back, LF film books, film/TV mags, posters, toys, kits, trading cards, stills, Star Trek/Doctor Who) 0113 242 6325

**Forbidden Planet**, 59 Grainger Street, Newcastle NE1 5JE. Mon-Sat 10-6 (imp, back, STO, ind, u/g, merch, film/TV mags, fantasy/sci-fi books, videos) 0191 261 9173

**Forbidden Planet (FPI)**, 41 Dundas Street, Middlesbrough TS1 1HR. Mon-Wed 9.30-5.30; Thurs 9.30-7; Fri-Sat 9.30-5.30 (imp, gn, s-p, STO, ind, u/g, prl, RPG, CCG, merch, video, action figures, film/TV, manga) 01642 248889

**Forbidden Planet (FPI)**, 12 Matilda, off the Moor, Sheffield. Mon-Fri 10-5; Sat 9.30- 5.30 (imp, back, s-p, ind, u/g, merch, original art, model kits, sci-fi/fantasy books, horror magazines, newspaper strip books) 0114 276 9475

**The Last Picture Show**, 38-39 The Lanes, The Oasis, Meadowhall Centre, Sheffield S9 1EP. Mon-Thurs 10-8; Fri 10-9; Sat 9-7, Sun 11-5 (imp, back, STO, ind, RPG, CCG, merch, film/TV and rock memorabilia) 0114 256 9604 fax: 255 3399

**Millennium Comics**, Stall 141, Warrington Indoor Market. Mon-Sat 9-5 (imp, back, STO, s-p, RPG, merch, action figures, toys) 01925 575657

**Off-World Comics**, 200 Park View, Whitley Bay, Tyne & Wear NE26 3QP. Mon-Tues/Thurs 10-5.30 (closed Wed); Fri 10-6; Sat 10-5.30 (imp, back, STO, ind, CCG, merch) 0191 251 2288

**OK Comics**, 19 Thorntons Arcade, Briggate, Leeds LS1 6LQ. (imp, back, gn, STO, s-p, ind, u/g, prl) 0113 2469366

**Sheffield Space Centre**, 33 The Wicker, Sheffield. Mon-Tues/Thurs-Sat 10-5 (imp, back, STO, s-p, ind, merch, Star Trek specialists) 0114 275 8905

**Travelling Man**, Unit 8/9, The Corn Exchange, Call Lane, Leeds LS1 7BR. Mon-Thurs 10-5.30; Fri-Sat 9-5.30; Sun 11-5 (imp, back, STO, ind, RPG, CCG, merch, action figures) 0113 242 7227

**Travelling Man**, 54 Goodramgate, York YO1 2LF. Mon-Sat 10-5.30 (imp, back, STO, ind, RPG, CCG, merch, action figures) 01904 628787

**2Tone Comics**, 40 Market Street, Hebden Bridge, West Yorkshire HX7 6AA. Sat-Sun 10.30-5.30 (imp, back, gn,

tpbk, STO, ind, prl, merch, CGC) 01422 845666

## West Country

**American Dream Comics**, 72 Walcot Street, Bath BA1 5BD. Mon-Fri 10-5; Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, merch, original art, hobby kits, CDs) 01225 424881

**American Graffiti**, 78 Church Lane, Barnstaple, Devon EX31 1BH. Mon-Sat 9-5 (imp, back, gn, tpbk, STO, s-p, ind, u/g, merch) 01271 325740

**Area 51**, 143 Gloucester Road, Bristol. Mon-Sat 10-5.30 (imp, back, STO, ind, u/g, RPG, merch, original art) 0117 924 4655

**Automattic Comics**, Unit 2, 17 Pickwick Road, Corsham SN13 9BQ. Mon-Tues 12-5; Thurs-Sat 10-6 (imp, back, STO, s-p, ind, u/g, merch) 01249 701647

**Collector's Choice**, 45 Southgate Street, Gloucester GL1 1TX. Mon-Sat 9-5 (S/Age, British comics/annuals, vintage mags, toys, memorabilia) 01452 410232

**Fantasyland Comics**, Unit 4, The Colwell Centre, Weymouth, Dorset DT4 8NJ. Mon-Fri 11-5; Sat 10-5 (imp, back, gn, tpbk, STO, ind, RPG, CCG, merch)

**Forbidden Planet**, 30 Penn Street, Bristol BS1 3AS. Mon-Wed 9.30-5.30; Thurs 9.30-7; Fri 9.30-5.30; Sat 9.30-6 (imp, back, STO, s-p, ind, u/g, merch, film/TV mags, subculture) 0117 929 8692

**Forbidden Planet**, 43-45 East Street, Southampton SO14 3HN. Mon-Wed 9.30-5.30; Thurs 9.30-6; Fri 9.30-5.30; Sat 9.30-6 (imp, back, STO, s-p, ind, u/g, merch, film/TV)02380230991 fax: 230996

**Ian's Books & Comics**, 195a Albert Road, Southsea, Portsmouth PO4 0JP (next to Tesco). Mon-Tues/Thurs-Fri 10.30-5.15 (Wed closed); Sat 10-5.15 (imp, back, tpbk, STO, s-p, prl, toys) 02392422731

**Into the Void**, 11 Rodbourne Road, Swindon SN2 2AG. Mon-Sat 9-5 (imp, back, STO, CCG, merch)01793 434363

**Kathies Comics**, Unit BG29, Broadmead Gallery, The Galleries Shopping Centre, Bristol BS1 3XB. Mon-Wed/Fri-Sat 9-5.30; Thurs 9-6; Sun 11-5.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 0117 922 1170

**Kathies Comics**, 20 Market Avenue, Plymouth, PL1 1PH. Mon-Fri 9.30-5.30; Sat 9-5.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 01752 257800

**Paradox Comics**, 17 High St, Poole, Dorset BH15 1AB. Mon-Fri 10.30-5; Sat 10-5 (imp, back, gn, STO, ind, merch, videos) 01202 661346

**Wonderworld**, 540 Christchurch Road, Boscombe, Bournemouth, Dorset. Mon-Sat 9-5.30 (imp, back, STO, ind, CCG, merch, film/TV/media, beanie babies) 01202 394918

## Wales

**Cardiff's Comic Guru Presents!**, 20-22 Wyndham Arcade, Cardiff CF10 1FJ. Mon-Wed 10-6; Thurs 10-9; Fri-Sat 10-6 (imp, back, gn, tpbk, STO, s-p, ind, u/g, prl, CCG, merch) 029 202 29119

**Cardiff Fantasy Centre**, 1st Floor, Jacobs Market, West Canal Wharf, Cardiff. Sat 9.30-4.30 (imp, back, STO; established over 20 years) 029 206 58184 (eves)

**Comix Shoppe**, 13 Shoppers Walk, Swansea SA1 3AY. Mon-Fri 10-5; Sat 10-5.30 (imp, back, STO, ind, u/g, RPG, CCG, merch, anime, Games Workshop) 01792 642097

**Forbidden Planet (FPI)**, 5 Duke Street, Cardiff. Mon-Wed 10-5.30; Thurs 10-6.30; Fri 10-5.30; Sat 10-6 (imp, back, STO, ind, u/g, merch, sci-fi fantasy/horror books, Star Trek/Wars) 029 202 28885

**Negative Zone**, Provision Market Gallery, High Street, Newport, Gwent NP9 1DD. Mon-Sat 9.30-5 (imp, back, gn, STO, s-p, ind; established for 12 years) 01633 222159

## Scotland

**Asylum Books & Games**, 29 Adelphi, Aberdeen AB11 5B2. Mon 10-8; Tues-Wed 10-6; Thurs 10-8; Fri-Sat 10-6; Sun 12-5 (imp, back, STO, new/second hand RPG, CCG, books, original art) 01224 574637

**Black Hole Comic Shop**, Unit 3, 5 Victoria Road, Dundee DD1 1ER. Mon-Thurs 10-5; Fri-Sat 10-5.30 (imp, back, STO, ind, second hand records, CDs, videos) 01382 221037

**City Centre Comics**, 51 Parnie Street, Glasgow G1 5LU. Tues-Sat 10-5 (back) 0141 552 2208

**Forbidden Planet (FPI)**, 12 Schoolhill, Aberdeen AB10 1JX. Mon-Wed 10-6; Thurs 10-7; Fri 10-6; Sat 9.30-5.30; Sun 12-5 (imp, gn, STO, s-p, ind, u/g, prl, CCG, merch) 01224 622131

**Forbidden Planet (FPI)**, 40-41 South Bridge, Edinburgh EH1 1LL. Mon-Wed 10-5.30; Thurs 10-6.30; Fri-Sat 10-5.30; Sun 12-5. (imp, STO, s-p, ind, merch, foreign) 0131 558 8226

**Forbidden Planet (FPI)**, 168 Buchanan Street, Glasgow G1 2LW. Mon-Sat 10-5.30; Sun 12-5 (imp, back, STO, s-p, ind, u/g, merch) 0141 331 1215

**Justice Comics**, Unit 36, The Arcade, Stirling FK8 1AX. Mon-Sat 10-5 (imp, back, STO, ind, merch) 01786 447687

**Kapow!**, 28 Allison Street, Govanhill, Glasgow G42 8NN (off Pollokshaws Rd). Tues-Sat 11-6 (buy and sell back, gn, ind, mags, videos, DVDs, new and second-hand books, merch) 0141 4241600

**Plan 9**, 9 Rosemount Viaduct, Aberdeen AB25 1NE. Mon-Wed 10-5; Thurs 10-6; Fri-Sat 10-5; Sun 1-4. (imp, back, STO, ind, RPG, CCG, WWF, merch, sci-fi) tel/fax: 01224 624467

**Red Hot Comics**, Block D Unit 7, Glenwood Business Park, Glenwood Place, Glasgow G45 9UH. Mon-Sat 11.30-5.30; Sun 12-5 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 0141 630 0049

## Northern Ireland

**Forbidden Planet (FPI)**, 52-54 Ann Street, Belfast BT1 4EG Mon-Wed 9-5.30; Thurs 9-8.30; Fri-Sat 9-5.30; Sun 1-5 (imp, back, STO, ind, u/g, merch) 028 90438744

**Planet Ace Derry**, 33 Shipquat St, Derry, Londonderry BT48 6DF. Mon-Sat 10-6 (imp, back, gn, tpbk, STO, ind, prl, RPG, CCG, merch) 02871 369787

# Retail Index: USA

*When telephoning from outside the USA, include the bracketed 00. Out-of-town US calls begin with the 1 prefix only. The following is a fraction of the estimated 3,000+ US comics stores.*

## Alabama

**Optic Nerve**, 1930 12th Avenue South, Birmingham, AL 35205 (film, newsstand, ind) (00)1 205 933 2787

## Alaska

**Bosco's in Spenard**, 2606 Spenard Road, Anchorage 99503. Mon-Sat 11-8, Sun 12-6 (new, back, CCG, RPG, cards, anime, merch) (00) 1 907 274 4112

**Bosco's Diamond Centre**, 800 East Diamond Boulevard, Anchorage 99577. Mon-Fri 10-9; Sat 10-6; Sun 12-5 (new, back, CCG, RPG, cards, anime, games, Star Wars/Trek) (00) 1 907 344 3963

**Bosco's in Eagle River**, 11432 Business Boulevard, Eagle River. Mon-Sat 12-8, Sun 12-5 (new, back, CCG, RPG, cards, merch) (00) 1 907 696 5166

## Arizona

**Lost Dutchman**, 747 West Camelback Road, Phoenix, AZ 85013. Mon-Sun 10-7. (new, back) (00)1 619 278 0371

## California

**Comickaze**, 5525 Clairemont Mesa Boulevard, San Diego, CA 62117-2342. Mon-Fri 11-7; Sat 11-6; Sun 12-6 (new, back, CCG, merch)(00)1 858 278 0371

**Comix Experience**, 305 Divisadero Street, San Francisco, CA 94117. Mon-Sat 11-7; Sun 12-5 (new, back) (00)1 415 863 9258

**Flying Colors Comics**, 2980 Treat Blvd, Concord, CA 94518. Mon-Sat 11-7 (Fri until 8); Sun 12-6 (new, back, ind, cards, merch) (00)1 510 825 5410

**Lee's Comics, Inc.**, 1020-F N Rengstorff Avenue, Mountain View, CA 94043. Mon-Sun 10-9 (new, back: 1930s to date, anime, manga, s-p, adult, merch) (00)1 650 965 1800

**Lee's Comics, Inc.**, 2222 South El Camino Real, San Mateo, CA 94403. Mon-Sun 10-9, (new, back: 1930s to date, anime, manga, adult, s-p, merch) (00)1 650 571 1489

**Meltdown Comics & Collectibles**, 7522 Sunset Boulevard, Los Angeles, CA 90046 (toys, comics, books) (00)1 323 851 7223

**Stand-Up Comics**, 10020 San Pablo Avenue, El Cerrito, CA 94530. Mon-Fri 11 7; Sat-Sun 11-6 (new, back, cards, anime, CCG, merch) (00)1 510 525 3344

**Third Planet**, 3822 Sepulveda Boulevard, Torrance, CA 90505. Sun-Thurs 11-8; Fri + Sat 11-9 (new, ind, back, CCG, RPG, GW, sci-fi/fantasy, anime, merch) (00)1 310 791 6227

## Hawaii

**Gecko Books & Comics**, 3613 Waialae Avenue, Honolulu, 96816. Mon-Sun 9-9 (new, back, cards, toys, merch) (00)1 808 732 1292

## Illinois

**Comic Kingdom**, 5941 W Irving Park Road, Chicago, IL 60634. (new, back) (00)1 773 545 2231

## Louisiana

**Comic Cosmos**, 343 W Esplanade Avenue, Kenner, LA 70065. Mon-Thur 11.30-7, Fri-Sat 11-7.30, Sun 12-5 (new, back, cards, CCG, toys, anime) (00)1 504 286 0039

**Crescent City Comics & Cards**, 6111 Elysian Fields, New Orleans, LA 70122. Mon-Sat 11-7, Sun 12-6 (new, back, cards, CCG, RPG, anime) (00)1 504 286 0039

**More Fun Comics**, 8200 Oak Street, New Orleans, LA 70118. Tues-Sat 11-7, Sun-Mon 12-6 (new, back, cards, CCG, merch, toys, CDs) (00)1 504 865 1800

## Maine

**Casablanca Comics**, 151 Middle Street, Portland, ME 04101. Mon-Sat 10-9, Sun 12-7 (new, back, cards, CCG, RPG, merch, art) (00)1 207 780 1676

**Casablanca Comics**, 778 Roosevelt Trail, Windham, ME 04062. Mon-Fri 11-7, Sat 10-6, Sun 12-5 (new, back, CCG, RPG, merch)(00)1 207 892 0056

## Massachusetts

**Comicopia**, 464 Commonwealth Avenue, Boston, Massachusetts 02215. Mon-Sun 11-7 (Wed 10-8) (new, merch, CCG, manga, tpbk)(00)1 617 266 4266

## Minnesota

**Uncle Sven's Comic Shoppe**, 1838 St Clair Avenue, Saint Paul, MN 55105. Mon-Fri 3-6, Sat 11-4 (new, back, tpbk, gn, videos, action figures, CCG, RPG; est 19 years) (00)1 651 699 3409

## New York State

**Earthworld Comics**, 327 Central Avenue, Albany, NY 12206. Mon-Wed 11-6; Thur-Fri 11-7, Sat 11-6, Sun 12-5 (new, back, ind, manga/anime, cards, merch) (00)1 518 465 5495

**Forbidden Planet (FPI** associate), 840 Broadway (at 13th St, NY 10003. Mon-Sat 10-10; Sun 12-10. (new, ind, back, RPG, merch, fantasy) (00)1 212 473 1576

**Jim Hanley's Universe Ltd**, 4 West 33rd Street (opposite Empire State Building), NY 10001. Mon-Sat 9am-11pm; Sun 10-9. (Everything to do with comics) (00)1 212 268 7088

**Jim Hanley's Universe Ltd**, 325 New Dorp Lane, Staten Island, NY 10306. Mon-Sun; 12-9. (Everything to do with comics) (00)1 718 351 6299

**Midtown Comics**, 200 West 40th Street, NY 10018 (00)1 212 302-8192

## Ohio

**The Laughing Ogre**, 4258 North High Street, Columbus, Ohio 43214. Mon-Sat 10-9; Sun 12-5 (new, back, cards, merch) (00)1 614 267 6473

## Oklahoma

**Time Warp**, 588 SE Washington Street, Bartlesville, OK 74006 (new, back, cards, games, toys, CDs, sci-fi/fantasy) (00)1 918 335 3373

## Pennsylvania

**Comic Castle**, 17 West Fourth Street, Williamsport, PA 17703 Mon-Sun 10-9 (new, back) (00)1 717 322 8763

**Golden Eagle**, Berkshire Square, 1159 Berkshire Boulevard, Wyoming, PA 19610 (new, back, games, CCG, cards, Star Wars/Trek) (00)1 610 376 8255

**Golden Eagle**, Fairgrounds Square Mall, Reading, PA 19605 (new, back, games, CCG, cards, Star Wars/Trek) (00)1 610 921 3160

## Tennessee

**Collector's World**, 1511 E Main Street, Murfreesboro, TN 37130. Open all week (new, back, CCG, merch, cards, CDs) (00)1 615 895 1120

**Collector's World**, Hickory Plaza South Central, 5751 Nolensville Road, Nashville, TN 37211. Open all week (new, back, CCG, merch, cards, CDs) (00)1 615 895 1120

**Collector's World**, 10820 Kingston Park #10, Knoxville, TN 37922 Open all week (new, back, CCG, merch, cards, CDs) (00)1 423 675 6830

**Collector's World**, 4006 Granny White Park, Nashville, TN 37204 (new, back, CCG, merch)(00)1 615 385 8136

## Texas

**Cliff's Comics**, 2205 West Berry Street, Fort Worth, TX 76110. (new, back, cards, merch) (00)1 817 927 7172

**Collectible Heroes**, 502 West Calton Road #307, Laredo, TX 78041. Mon-Wed 2-7.30; Thurs-Sat 11.30-7.30 (new, back, cards, merch) (00)1 956 791 8428

**Dragon's Lair Comics & Fantasy**, 616 West 34th Street, Austin, TX 78705 (new, back, games, anime, miniatures, prl) (00)1 512 454 2399

## Virginia

**Thore Comics**, 3514 Oaklawn Boulevard, Hopewell, VA 23860. Mon-Sat 11-7, (new, back, Silver Age, sci-fi, M:TG, cards, vinyl)(00)1 804 458 9561

**Trilogy Shop**, 700 E Little Creek Road, Norfolk, VA 23518. Mon-Fri 11-7, Sat 10-7, Sun 12-6 (new, back, merch) (00)1 757 587 2540

## Wisconsin

**Lost World of Wonders**, 6713 West Oklahoma Avenue, Milwaukee, WI 53219 (00)1 414 328 4651


## Direct Market Retailers:

**Comics International**'s Retail Index is THE international retail reference source for collectors, creators, publishers and journalists. Through it you can reach over 40,000 dedicated readers each issue for only £6 (US $10) a month! Bookable in six-issue blocks, retailers wishing to be included should send US $60 or £36 (UK: please add £6.30 to cover VAT @ 17.5%) plus shop information as detailed on previous page to:

**Comics International, 345 Ditchling Road, Brighton BN1 6JJ**

Cheques and international money orders should be made payable to Comics International. Alternatively, payment can be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail: comicsinternational@yahoo.co.uk


The letters **(FPI)** after various entries indicates that the company is part of **Forbidden Planet International Ltd**

# Retailers: International

## Australia

**Arcadia Unbound**, 267 Forest Road, Hurstville, NSW 2220. Mon-Fri 10.30-7, Sat 10-4, Sun 12-3 (imp, back, manga, merch, CCG) (0061) 2 9585 1489

**Books & Bounties/Comics Haven**, 157a Charters Towers Road, Townsville, Queensland 4812. Mon-Sat 9-6 (imp, back, gn, merch, RPG, CCG) (0061) 7 4779 2408

**Fan Attic**, 1st Floor, 91 Elizabeth Street, Brisbane, Queensland 4002. Mon-Sun 9.30-5.30 (toys, Star Wars, sci-fi collectibles) (0061) 7 3221 1420

**Kinda Lotsa Comics and Stuff**. Shop 4, 503-511 King Street, Newtown, Sydney, NSW. Mon-Sat 10.30-7.30 (back, toys, merch)(0061) 2 9565 1054

**Known Space Books**, 1st Floor, 108 Gawler Place, Adelaide, SA 5000. Wed-Sat 12-6 (US/UK back) (0061) 8 8223 4304

**Phantom Zone**, 23 Anderson Street, Chatswood, NSW 2067. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, merch, RPG) (0061) 2 9411 3709

**Phantom Zone**, 198 Mann Street, Gosford, NSW 2250. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG) (0061) 2 43 25 4599

**Phantom Zone**, 207 George Street, Liverpool, NSW. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG) (0061) 2 9601 2622

**Phantom Zone**, 285 Hunter Street, Newcastle, NSW. 2300. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG) (0061) 2 4929 5717

**Phantom Zone**, 101a Argyle Street, Parramatta, NSW 2150 Mon-Fri 9-6; Sat-Sun 9-4 (imp, back, books, merch, RPG) (0061) 2 9891 1848

**Phantom Zone**, 268 Crown Street, Wollongong, NSW. 2500. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, gn, merch, RPG) (0061) 2 4228 7393

## Austria

**Comic Treff**, Getreidemarkt 2-4, 1010 Vienna. Mon-Fri 10-7, Sat 10-1 (imp, back, gn, CCG) (0043) 11 586 76 27

## Belgium

**Forbidden Zone**, 25 Rue de Tamines, 1060 Brussels. (3 floors; imp, back, merch, US/French, STO, toys) (0032 2) 534 63 67 (fax 538 24 52)

## Canada

**Connection MD**, 1539 Van Horne Avenue, Montreal, Quebec H2V 1L4. Mon-Sat 11-6 (new, merch, back, CCG) (00)1 514 948 2627

**Dragon Lady Comics & Paper Nostalgia**, 609 College Street, Toronto, Ontario M6G 1B5. (00)1 416 536 7460

**Little Shop of Heroes**, 160 Wallace Avenue, South Listowel, Ontario N4W 1X9 (00)1 519 291 2281

**Silver Snail Comic Shop**, 367 Queen Street West, Toronto M5V 2A4. Mon-Wed 10-6; Thurs-Fri 11-8; Sat 10-6; Sun 12-5 (00)1 416 593 0889

## France

**Album**, 67 boulevard St Germain, 75005 Paris. Mon-Sat 10-8; Sun 12-7 (imp, back, gn) (0033) 53 10 00 60

**Album**, 6 rue Dante, 75005 Paris. Mon-Sat 10-8; Sun 12-7 (imp, back, gn) (0033) 43 54 67 09

**Alpha Omega**, 25 rue de la Clef, 59800 Lille. Mon 2.30-7.30, Tue-Sat 10.30-12.30/2.30-7.30 (imp, back, French, merch, trading/gaming cards, toys, RPG, Wars/Trek, B5, L5R) (0033) 320 319 375

**Astro City**, 22 rue Masurel, 59800 Lille. Mon 3-7.30; Tue-Sat 10-12.30, 2-7.30 (imp, manga, cards, merch, kits) (0033) 320 55 1010

**Impact Comics**, 64 rue Condorcet, 75009 Paris. Mon-Sat 11-7.30 (imp, back, merch, CCG)(0033) 42 80 30 10

**L'Antre des Dragons**, 56 rue de Loup, 33000 Bordeaux. Mon-Sat 10-1/2-7 (imp, manga, gn, RPG, CCG, merch) (0033) 55 65 17378

**Les Nageurs de Sable**, 14 rue Courteline, 37058 Tours. Mon-Sat 11-1/2-7 (imp, back, cards, merch) (0033) 2 47 39 52 40

**Pulps**, 14 bld Morland, 75004 Paris. Mon-Sat 11-7 (imp, back, RPG) (0033) 1 42 72 55 25

## Germany

**Black Dog Comics**, Rodenberg Strasse 9, 10439 Berlin. Mon-Fri 11-6.30, Sat 11-2 (imp, back, gn, t/cards) (0049) 30 4473 6486

**Grober Unfug**, Zossenerstrasse 32-33, 10961 Berlin. Mon-Sat 11-7 (imp, back, gn, CCG, merch) (0049) 30 6940 1490

## Greece

**Metropolis Comics**, 94 Metropoleos St, 54622 Thessaloniki. Mon-Sat 10.30-3.30/7.30-11.30 (imp, back, gn, RPG, CCG, merch) (0030) 3 193 7775

**Solaris**, 6 Botasi Str, 10682, Athens. Mon-Sat 9-3.30/5-8.30 (imp, back, gn, merch) (0030) 1 384 1065

## Holland

**Henk Lie's Comics & Manga Store**, Zeeduk 104, 1012BB Amsterdam. Mon-Sat 11-6; Sun 11-9 (imp, cards, merch, CCG) (0031) 20 421 3688

## Hungary

**Troll Kepregenyta'r**, Terez Krt 13, Budapest 1067. Mon-Fri 10-6, Sat 10-1(imp, manga, gn, RPG, CCG, merch) (0036) 1 322 6026

## Irish Republic

**Forbidden Planet (FPI)**, 5-6 Crompton Quay, Dublin 2. Mon-Sat 10-6 (Thurs 10-7); Sun 12-5 (imp, back, ind, merch, u/g, UK, gn, STO) (0035) 3167 10688

**Sub-City Comics**, 2 Exchequer Street, Dublin 2. (imp, back, gn, tpbk, STO, s-p, ind, u/g, prl, RPG, CCG, merch) (0035) 3167 71902

**Sub-City Comics**, Unit 10, Level 1, Corbettcourt Centre, Eyre Square, Galway. (imp, back, gn, tpbk, STO, s-p, ind, u/g, prl, RPG, CCG, merch) (0035) 3915 65994

**The 3rd Place**, Crow Street, Temple Bar, Dublin 2. (imp, back, gn, tpbk, STO, s-p, ind, prl, RPG, CCG, merch) (0035) 3163 36965

## Italy

**Avalon**, via Battisti 9/b, Bologna. Mon 3-7, Tue-Sat 10.30-1/2-7.30 (imp, back, gn, RPG, CCG, merch) (0039) 051 234459

**Avalon**, via Pedriali 21, Forli. Mon 3-7, Tue-Sat 10-1/2-7 (imp, back, gn, RPG, CCG, merch) (0039) 0543 33523

**Avalon**, via Settembrini 20, Milan Mon 3.30-7.30, Tue-Sat 11-7.30 (imp, back, gn, RPG, CCG, merch) (0039) 022 9400410

**Avalon**, via Foscolo 3, Padova. Mon 3-7, Tue-Sat 10-1/2-7. (imp, back, gn, RPG, CCG, merch)(0039) 049 658290

**Avalon**, via Bissolati 68, Rome. Mon 3-7, Tue-Sat 10-1/2-7 (imp, back, gn, CCG, cards, merch)

**Avalon**, via Magenta 0, Torino. Mon 3.30-7, Tue-Sat 10.30-1, 2-7.30 (imp, back, gn, RPG, CCG, merch) (0039) 011 5617252

**Forbidden Planet**, via Pinerolo 11/15, 00182 Rome (imp, back, gn) (0039) 06 70305702

**Il Marchio Giallo**, via Deghi Scipioni 116, Rome. Tue-Sat 10.30-1/2-7.30 (imp, back, merch, kits) (0039) 06 361 40 60

**La Borsa del Fumetto**, via Lecco 16, 20124 Milano. (imp, back, European and RPG, CCG) (0039) 11 5617252

## Malaysia

**The Mind Shop**, Starhill Centre, Jalang Bukit Bintag, Kuala Lumpur. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 241 8871

**The Mind Shop**, S 58 Bandar Utama, Petaling Jaya. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 719 8246

**The Mind Shop**, Jin SS21/39, Petaling Jaya. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 717 6602

## New Zealand

**Heroes For Sale**, Level 2, 62 Queen St, Auckland. Mon-Sat 10-7 (imp, back, s-p, merch, ind, u/g)(0064) 9 307 0682

**Whitcoulls Corner Branch**, 210 Queen Street, Private Bag 92098, Auckland. (imp, back, gn, tpbk, s-p, merch, ind, u/g) (0064) 9 356 5400 (fax: 9 356 5408)

## Portugal

**BdMania**, Rua das Flores 67-71 R/C, 1200 Lisboa. Mon-Sat 11-7.30 (imp, back, CCG, merch) (00351) 21 346 1207

**Interzona**, Centro Comercial Brasilia, Loja 203, Rua Luis Veaga Lertao 98-120, 6050 Porto. Mon-Sat 11-11 (imp, back, gn, CCG, merch) (00351) 22 609 1460

**Mundo Fantasma**, Centro Comercial Brasilia, Rua Luis Veiga Leitao, 98/120, 1 Andar-Loja 203, 4050-399 Porto. Mon-Sat 11-11 (US imp, back, gn, CCG, merch) (00351) 22 609 1460

## South Africa

**Euroniag**, Shop 79A, East Rand Mall, Boksburg, Johannesburg. Mon-Sun 9-10 (imp, back, gn, CCG, merch) (0027) 11 896 3773

**Zed Bree's Comic Universe**, Mediterr-anean Building, 24 Tenth Ave, Edenvale 1610 Gauteng. 9.30-6 (imp, merch, gn, CCG) 002711 453 4215 (fax 453 4459)

## Spain

**Gigamesh**, RDA San Pedro 53, 08010 Barcelona. Mon-Sat 10-1.30/4.30-8 (imp, gn, RPG, CCG, merch) (0034) 3 246 6359

## Sweden

**Comics Heaven**, Stora Nygatan 23, 11127 Stockholm. Mon-Sat 10-6.30 (imp, back, gn, merch)(0046) 8 202516

## Switzerland

**Analph Comicladen Strassburgstr**, 10 PO Box 1030, 8004 Zürich. (0041) 1 2419695 fax 1 2403442

The letters **(FPI)** after entries indicate that the company is part of **Forbidden Planet International Ltd**

# International Festivals

*A listing of the world's major comics festivals and conventions. For further information, call the organisers on the phone, fax or e-mail numbers provided. To view updates, contact them on their websites. Organisers' estimates of their previous year's attendance is given in brackets.*

## January 27-30: France

ANGOULEME BD. Organisers: Festival International de la Bande Dessinee, 2 Place d l'Hotel de Ville, 16000 Angouleme, France. 0033 05 45 97 86 50. E-mail: b.monchart@labd.com. www.bdangouleme.com

## February 25-27: United States

MEGACON 2005, Orange County Convention Centre, Orlando, Florida. Organisers MegaCon, PO Box 1097, Safety Harbor, FL 34695, USA. 001 727 796 5725. www.megaconvention.com

## April 2-3: England

MEMORABILIA '05, NEC, Birmingham. Organisers: Memorabilia, Lawrence House, Morrell Street, Leamington Spa CV32 5SZ. 0870 224 8615. www.memorabilia.co.uk

## May 13-15: England

COMIC EXPO 2, British Empire and Commonwealth Exhibition Hall and Ramada Plaza Hotel, Bristol. Organisers: Area 51 & Comics International. 01179 244655. E-mail: comicexpo@fsmail.net. Website: http://comicexpo.mysite.wanadoo-members.co.uk

## May 14-15: England

LONDON EXPO, ExCel Convention Centre, Royal Victoria Dock, London. Organisers: London Expo (EW), PO Box 38727, London E10 7YH. 020 8523 1074. E-mail: info@londonexpo.com www.londonexpo.com

## May 26-29: Switzerland

FESTIVAL INTERNATIONAL DE LA BANDE DESSINEE DE SIERRE. Organisers: Festival BD Sierre, CP 200, CH-3960 Sierre, Switzerland. 0041 27 455 90 43 fax: 0041 27 455 91 01. www.bdsierre.ch

## May: Spain

THE 22ND BARCELONA INTERNATIONAL COMIC FESTIVAL. (2003 est: 85,000). Organisers: Ficomic, Palau, 4 Baixos, 08002 Barcelona, Spain. 0034 93 301 23 69. www.ficomic.com Date: TBA

## May: Finland

ARCTIC COMICS FESTIVAL, KEMI. Organisers: The Arctic Comics Centre, Rautatienkatu 13 B, FIN-90100 Oulu, Finland. 00358 400 514 540. www.kemi.fi/sarjis Date: TBA

## July 14-17: United States

COMIC-CON INTERNATIONAL '05, San Diego, California. Organisers: Comic-Con International, PO Box 128458, San Diego, CA 92112-8458. 001 619 491 2475. www.comic-con.org

## August 5-7: United States

WIZARD WORLD CHICAGO CON 2005. Organisers: Wizard World Chicago, 151 Wells Avenue, Congers, NY 10920-2064. 001 608 226 0200. www.wizarduniverse.com

## August 26-28: Canada

CANADIAN NATIONAL COMIC BOOK EXPO 2005, Metro Toronto Convention Center, Toronto, Ontario, Canada. www.hobbystar.com

## August: England

MEMORABILIA '05, NEC, Birmingham. Organisers: Memorabilia, Lawrence House, Morrell Street, Leamington Spa CV32 5SZ. 0870 224 8615. www.memorabilia.co.uk Date: TBA

## September 2-5: United States

DRAGON*CON 2005, Atlanta, Georgia. Organisers: Dragon*Con, PO Box 16459, Atlanta, GA 30321-9998. 001 770 909 0115. www.dragoncon.org

## September 17-18: United States

BALTIMORE COMIC-CON, The Baltimore Convention Centre, One West Pratt Street, Baltimore, Maryland 21201. 001 410 526 7410. www.comicon.com/baltimore

# Comics Publishers

## North America

*Unlike Europe, North American publishers invariably favour indie status to that of being labelled small press. This results in there being hundreds of comics publishers.*

*While circulations vary immensly, the following are the continent's major comicbook producers with titles printing between 5,000 and 150,000 copies. Contact telephone numbers are given where readily available. Website details can be found on the first page of the directory section.*

**AARDVARK-VANAHEIM**, PO Box 1674 Station C, Kitchener, Ontario, Canada N2G 4R2 (Cerebus)

**ABSTRACT STUDIOS**, PO Box 271487, Houston, TX 77277-1487 (Strangers in Paradise)

**AC COMICS**, PO Box 521216, Longwood, FL 32752-1216 (adventure titles, Golden Age superhero and western reprints)

**ACCLAIM COMICS**, 1 Acclaim Plaza, Glen Cove, NY 11542 (game tie-in adventure, Valiant superhero imprint. dormant) (00)1 516 656 5000

**AiT/PLANET LAR**, 2034 47th Avenue, San Francisco, CA 94116 (graphic novels) (00)1 415 504 7516

**ALTERNATIVE COMICS**, 503 North West 37th Ave, Gainesville, FL 32609-2204 (alternative titles and graphic novels) (00)1 352 373 6336

**AMERICAN MEDIA CONSUMER ENTERTAINMENT, INC**, 600 East Coast Avenue, Lantana, Florida 33464 (Cracked) (00)1 561 586 1111

**ANTARCTIC PRESS**, 7272 Wurzbach Parkway , Suite 204, San Antonio, Texas TX 78240 (adventure and US manga titles)

**ARCHIE COMIC PUBLICATIONS**, 325 Fayette Avenue, Mamaroneck, NY 10543 (humour titles) (00)1 914 381 5155

**AVATAR PRESS**, 9 Triumph Drive, Urbana, IL 61802 (horror and fantasy titles) (00)1 217 384 2216

**AWESOME ENTERTAINMENT**, 9744 Wilshire Boulevard, Suite 402, Beverly Hills, Los Angeles, CA 90212 (adventure titles; dormant)

**BONGO ENTERTAINMENT**, 1440 South Sepulveda Boulevard, 3rd Floor, Los Angeles, CA 90025 (The Simpsons and Futurama and related humour titles) (00)1 310 966 6168

**CALIBER COMICS**, 225 North Sheldon Road, Plymouth, MI 48170 (black and white adventure titles) (00)1 734 462 0457

**CARTOON BOOKS**, PO Box 16973, Columbus, OH43216 (Bone and related titles)

**CROSSGEN ENTERTAINMENT, INC**, 4023 Tampa Road, Suite 2400, Oldsmar, FL 34677 (fantasy and adventure titles) (00)1 813 891 1702

**CRUSADE FINE ARTS LTD**, PO Box 845, Bayport, NY 11705 (fantasy and adventure) (00)1 631 472 2866

**DARK HORSE COMICS**, 10956 South East Main Street, Milwaukie, OR 97222 (adventure, licensed, US and Japanese manga) (00)1 503 652 8815

**DC COMICS**, 1700 Broadway, NY 10019 (adventure and humour titles, MAD, Vertigo and Paradox Press imprints) (00)1 212 636 5400

**DRAWN & QUARTERLY**, PO Box 48056, Montreal, Quebec, H2V 4SB, Canada (black and white biog)

**DREAMWAVE PRODUCTIONS**, 11 Allstate Parkway, Suite 200, Markham, Ontario L3R 9T8, Canada (adventure titles)

**DYNAMIC FORCES**, 155 Ninth Avenue, Suite E, Runnemede, NJ 08078 (variant editions and limited edition merchandise) (00)1 856 312 1040

**FANTAGRAPHICS BOOKS**, 7563 Lake City Way North East, Seattle, Washington 98115 (adventure, biographical and Eros adult titles) (00)1 206 524 1967

**HARRIS COMICS**, 1115 Broadway, 8th Floor, NY 10010 (Vampirella, fantasy and horror titles) (00)1 212 807 7100

**HEAVY METAL**, 100 North Village Road, Suite 12, Rockville Center, NY 11570 (adult fantasy magazines and spin-off editions)

**HUMANOIDS PUBLISHING**, PO Box 931658, Hollywood, California CA 90093 (US-European editions)

**IMAGE COMICS**, 1071 North Batavia Street, Suite A, Orange, CA 92867 (adventure titles) (00)1 714 2880200

**MARVEL ENTERTAINMENT GROUP**, 10th Floor, East 40th Street, New York, NY 10016 (adventure, humour and licensed titles) (00)1 212 5764000

**NBM PUBLICATIONS**, 185 Madison Avenue, Suite 1504, New York, NY 10016 (adult fantasy graphic novels and magazines)

**ONI PRESS**, 6336 South East Milwaukie Avenue, PMB 30, Portland, OR 97202 (adventure titles)

**RADIO COMIX**, 11765 West Avenue, PMB #117, San Antonio, TX 78216 (anthropomorphic manga) (00)1 210 3487195

**SIRIUS ENTERTAINMENT, INC**, PO Box 834, Stanhope, NJ 07802 (adult titles)

**SLAVE LABOR GRAPHICS PUBLISHING**, 577 South Market Street, San Jose, CA 95113 (black and white fantasy titles) (00)1 9718929

**TOP SHELF PRODUCTIONS**, PO Box 1282, Marietta, GA 30061-1282 (alternative and biographical titles) (00)1 770 4276395

**TWOMORROWS PUBLISHING**, 10407 Bedfordtown Drive, Raleigh, NC 27614 (comics feature and history magazines and books) tel: (00)1 919 449 0344 fax: (00) 1 919 449 0327

**VIZ COMMUNICATIONS**, PO Box 77010, San Francisco, CA 94107 (English translated manga titles)

**WaRP GRAPHICS**, 2600 South Road, Suite 44/242, Poughkeepsie, NY 12601 (Elfquest and spin-off titles)

## United Kingdom

*The following are major UK comics and graphic novel publishers. If calling from outside of the UK, you should drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe and Eire); 001144 (Australasia).*

**AP COMICS**, Suite 3, 7 French Row, St Albans, Herts AL3 5DU (adventure titles)

**COM.X**, The Dickens Inn, Kirk Street, London WC1N 2DG (adventure titles) 020 7831 7777

**DC THOMSON**, 2 Albert Square, Dundee DD1 9QJ (humour and adventure titles, pocket books and annuals)

**DENNIS PUBLISHING LTD**, 30 Cleveland Street, London W1T 4JD (humour and adventure titles, pocket books and annuals) 020 7907 6000

**EGMONT MAGAZINES LTD**, Fourth Floor, 184-192 Drummond Street, London NW1 3HP (humour, licensed and pre-school titles) 020 7380 6430

**HAMLYN BOOKS**, 2-4 Heron Quays, London E14 4JB (graphic novels) 020 7531 8400

**JOHN BROWN CITRUS PUBLISHING**, The New Boathouse, 136-142 Bramley Road, London W10 6SR (albums) 020 7565 3000

**KNOCKABOUT COMICS**, 10 Acklam Road, London W10 5QZ (humour titles and underground comix and graphic novels) 020 8969 2945

**PANINI COMICS (UK)**, Panini House, Coach and Horses Passage, The Pantiles, Tunbridge Wells, Kent TN2 5UJ (humour and adventure comics, Marvel licensed titles) 01892 500100

**PULP THEATRE ENTERTAINMENT**, Mermaid Court, 1 Mermaid House, London Bridge, London SE1 1HR (adventure titles) 020 7403 0378

**REBELLION DEVELOPMENTS LTD**, The Studio, Brewer Street, Oxford OX1 1QN (Judge Dredd The Megazine and 2000 AD) 01865 792201

**THE REDAN COMPANY**, Canon Court East, Abbey Lawn, Shrewsbury SY2 5DE (pre-school humour and licenced titles) 01743 364433

**SAVOY BOOKS**, 446 Wilmslow Road, Withington, Manchester M20 3BW (adult comics,magazines, books and graphic novels) 0161 445 5771

**TITAN ENTERTAINMENT GROUP LTD**, Titan House, 144 Southwark Street, London SE1 0UP (licensed graphic novels, books, magazines and comics) 020 7620 0200

## France

*The following are the country's major comics and album publishers. If phoning from the USA, the country code of 0033 becomes 011 33*

**ALBIN MICHEL**, 22 rue Huyghens, 75014 Paris (albums) (0033) 1 42 79 10 00

**CASTERMAN**, 36 rue du Chemin Vert, 75011, Paris (albums and manga titles)

**DARGAUD**, 15-27 rue Moussorgski, 75018 Paris (albums and manga titles) tel: (0033) 1 53 26 32 32 fax: (0033) 1 53 26 32 00

**DELCOURT**, 54 rue d'Hauteville, 75010 Paris (albums and comics) tel: (0033) 1 56 03 92 20 fax: (0033) 1 56 03 92 30

**FLUIDE GLACIAL**, 33 avenue du Main, BP 187, 75755 Paris (comics and albums) (0033) 1 43 20 23 96

**GLENAT**, 31-33 rue Ernest Renan, 92130 Issy-Les-Moulineaux (albums and manga titles) tel: (0033) 1 41 46 11 41 fax: (0033) 1 41 46 11 13

**J'AI LU**, 84 rue de Grenelle, 75007 Paris (licenced Japanese manga titles) (0033) 1 44 39 34 70

**LES HUMANOIDES ASSOCIES**, 5 Passage Piver, 75011 Paris (albums) tel: (0033) 1 49 29 88 88 fax: (0033) 1 49 29 88 89

**SEMIC FRANCE**, 44316 Nantes Cedex 03 (licenced comics and albums) (0033) 2 51 86 14 14

## Italy

*The following are the country's major comics and album publishers. If phoning from the USA, the country code of 0039 becomes 011 39*

**SERGIO BONELLI EDITORE**, via Buonarroti 38, 20145 Milano (black and white comics)

**CULT COMICS**, viale Emilio Po' 380, 41100 Modena (Image and Dark Horse licensed titles)

**MAGIC PRESS**, Zona industriale via Ragusa 18, 00040 Pavona, Roma (Vertigo and WildStorm licensed titles) (0039) 06 93020361

**STAR COMICS**, strada Selvette 1bis/1 Bosco (PG) (comics and black and white manga titles)

**ASTORINA S.R.I.**, via Boccaccio 32, 20123 Milano (Diabolik original and reprint black and white)

**KING COMICS**, via Pinerolo 3, 00182 Roma (comics)

## Spain

*The following are the country's comics and album publishers. If phoning from the USA, the country code of 0034 becomes 011 34*

**NORMA EDITORAL**, Fluvià 89, 08019 Barcelona (licensed DC and Dark Horse comics and albums) 0034 93 303 68 20

**EDITORIAL PLANETA-DE AGOSTINI, SA**, Aribau 185, 08021 Barcelona (licensed Dark Horse comics and albums)

**TOUTAIN EDITOR, SA**, Diagonal 325, E-08009 Barcelona (licensed Marvel, Dark Horse, Chaos!, Image and manga comics and albums) 0034 93 344 06 00

**EDICIONES LA CÚPULA**, Plaza de las Beatas 3, E-08003 Barcelona (adult comics and albums) 0034 32 682 8 05

# Mail Order Specialists

**Key to abbreviations used:**

| | | | |
|---|---|---|---|
| w/s | = wholesale available | CoBRA | = Comic Book Retailers' mail order protection scheme |
| dis | = bulk discount terms | | |
| cat | = phone/write for catalogue | cc | = major credit cards accepted |
| s-cat | = sae for catalogue | | |
| wants | = wants lists accepted | sae | = send stamped, addressed envelope with enquiry |
| s-wants | = sae with wants lists | | |

*When telephoning from outside the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe & Eire); 001144 (Australasia).*

## Golden Age

*Generally acknowledged as being published between 1938 and 1945, the first age of superhero comics, but herein designated to cover all pre-Silver Age American comics.*

**Comic Biz**, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

**Comic Book Postal Auctions Ltd**, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

**Goldust Comics**, 67 St John's Wood High St, London NW8 7NL (high grade, cat, wants, cc) 020 8341 5558

**Mighty World of Comicana**, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

**Quality Comics**, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

**Silver Acre Comics**, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax: 680686)

## Silver Age

*Accepted as starting in 1955 with DC's superhero rebirth through* ***Detective Comics*** *#225 (introducing the Martian Manhunter) and* ***Showcase*** *#4 (introducing the Barry Allen Flash). Herein covering titles up to late 1960s.*

**Colmore Comics & Collectibles**, Vienna House, Starley Way, Birmingham B37 7GN (cat, cc, high grade, CGC) 0121 767 1803 fax: 0121 767 1910

**Comic Biz**, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

**Comic Book Postal Auctions Ltd**, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

**East Coast Comics UK**, 28 Acton Road, Lowestoft, Suffolk NR33 7LG (high grade, s-want, cc, sae) 01502 578385 (day) 560727 (eve)

**Goldust Comics**, 67 St John's Wood High St, London NW8 7NL (high grade, cat, wants, cc) 020 8341 5558

**Mighty World of Comicana**, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

**Quality Comics**, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

**Quicksilver Comics**, PO Box 73, Ossett WF5 0YQ (s-cat, dis, wants, cc, CoBRA) 01924 270500 (fax: 270919)

**Silver Acre Comics**, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax 680686)

## Post-Silver Age

*Comics from 1970 to date: From Bronze Age-Marvel Age-Lead Age up to Platinum Age-Gimmick Age-Image Age. Historians will doubtless eventually decide on a name.*

**Mighty World of Comicana**, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

**Planet Warehouse (FPI)** *formerly Comics Warehouse* PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

**Quality Comics**, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

**Tarpaulin Books and Comics**, 5 Oak Close, Thetford, Norfolk IP24 3EZ (wants, s-cat) 01842 820139

## Hot Comics

*Current or key titles, first issues or first appearances of major characters. Investment titles for speculators willing to gamble.*

**A Place in Space**, 101 Church Street, Croydon, Surrey CR0 1RN (wants, cc, dis) 020 8686 2400

**Comix-shop. co.uk**, 7a High Street, Maidenhead, Berkshire SL6 1JN (wants, cat, cc) 01628 777998

## Advance Imports

*US comics are not generally available in UK newsagents, except for some sea-freight shipped low-cover price DCs and Marvels, and can only be found through specialists in the rest of the world. The following companies offer air-shipped copies from all of the major US publishers.*

**Ace Comics**, 63/64 High Street, Colchester, Essex (wants, cat, CoBRA, cc) 01206 561912

**Avalon Comics**, 143 Lavender Hill, London SW11 5QJ (cc, CoBRA) 020 7924 3609

**Comix-shop.co.uk**, 7a High Street, Maidenhead, Berkshire SL6 1JN (wants, cat, cc) 01628 777998

**86th Floor Comics & Cards**, 6 Shipley Common Lane, Ilkeston, Derbyshire DE7 8TR (dis, cat, cc) 0115 9443009

**Forbidden Planet Mega-store**, 179 Shaftesbury Avenue, London WC2H 8JR (s-cat cc) 020 7420 3666

**Gosh! Strips by Mail**, 39 Great Russell Street, London WC1B 3PH 020 7636 1011

**Planet Warehouse (FPI)** *formerly Comics Warehouse*, PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

**Red Hot Comics**, The Warehouse Block D Unit 8, Glenwood Business Park, Glenwood Place, Glasgow G45 9UH (CoBRA, w/s, dis, wants, cc) tel/fax: 0141 630 0049

## Limited Editions

*Many high-profile miniseries and one-shots are also available in limited, numbered and often autographed editions (s&n). New titles, to acquire copyright, can also appear in small print-run "ashcan" editions (ash).*

**Comic Biz**, PO Box 7041, London N12 9NF (CoBRA, cc, ash, s&n, cat) 020 8446 3464

## Trading Cards

*Several mail order dealers carry a range of non-sports cards and related peripherals (files, folders, sleeves).*

**Beyond Comics**, 76 Harlescott Road, Nunhead, London SE15 3BZ (s-cat, s-wants, sae, CoBRA) tel/fax: 020 7564 4213

**John McDonald: Non-Sport Trading Cards**, 20 Alder Grove, Coatbridge, Lanarkshire ML5 3PT (cat, wants) tel/fax: 01236 433358

## Old British Titles

*The popularity of old British comics continues to increase as more dealers expand into this area. The following specialise in such titles.*

**The Book Palace**, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

**Comic Biz**, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

**Comic Book Postal Auctions Ltd**, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

**Weird Fantasy**, 19 Decoy Road, Ormesby, Great Yarmouth, Norfolk NR29 3LG (s-cat, s-wants, annuals specialist)

## Merchandise

*Comics, film and TV-related t-shirts, posters, video games, badges, toys, action figures, etc.*

**Off World: The Sci-Fi Store**, 142 Market Halls, Arndale Centre, Luton, Beds LU1 2TP. (specialists in Star Trek, Star Wars and sci-fi collectables) 01582 736256

**Sci-Fi Merchandise Direct (FPI)** and **Gear for Games (FPI)** Maldon, Essex CM9 4XD (cat) 01621 877222

## Original Art

*With artists having their originals returned by publishers, an increasing number of pages are now being made available for collectors.*

**The Book Palace**, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

**Comic Book Postal Auctions Ltd**, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

**Silver Acre Comics**, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax: 680686)

## Peripherals

*Acid-free protection for comics. Backing boards, protective bags, storage boxes, etc.*

**The Book Palace**, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

**Just Comics**, 65 Station Road, Warboys, Huntingdon, Cambs PE28 2TH (w/s only, CollectorLine™ distributor) 01487 824895 01487 824896

**Planet Warehouse (FPI)** *formerly Comics Warehouse*, PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

## General Fantasy

*As well as comics old and new, some suppliers also provide catalogues of multi-media fantasy, covering TV, film, trading cards and toys.*

**Forbidden Planet Mail Order**, 144 Southwark Street, London SE1 0UP (cat) 020 7803 1900 (fax: 7803 1901)

**Sci-Fi Merchandise Direct (FPI)** and **Gear for Games (FPI)** Maldon, Essex CM9 4XD (cat) 01621 877222

## Manga Titles

*English language translations of Japanese comics and US titles drawn in the Japanese style.*

**United Publications**, 85 Croydon Road, Keston, Kent BR2 8HU (ind, back, cat, wants, cc) 020 8325 9507

## Alternative & Biographical

*The following carry an extensive range of biographical and slice-of-life comicbooks and graphic novels (Fantagraphics, Maus, Crumb, Pekar...)*

**Gosh! Strips by Mail**, 39 Great Russell Street, London WC1B 3PH (wants) 020 7636 1011

**Knockabout Comics**, 10 Acklam Road, London W10 5QZ (w/s, s-cat, cc) 020 8969 2945 (fax: 8968 7614)

**Page 45**, 9 Market Street, Nottingham NG1 6HY 0115 9508045

## Comics Auctions

*Accepting lots from the general public, comics auctions provide an alternative way for collectors to sell their valuable comics. The following accept items for sale, as well as providing regular catalogues for mail order bids.*

**Comic Book Postal Auctions Ltd**, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

## Distributors

*Anybody considering opening a comics shop or becoming a mail order dealer can obtain further information about the supply of titles from the following who bulk air import US and European comics and related items on a weekly basis.*

**The Book Palace**, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP (graphic novels, art books, comics, remainders, film and TV, popular culture) 020 8768 0022

**Diamond Comic Distributors**, 2nd Floor, Warton House, 150 High Street, London E15 2NP (US and European comics, cards and related items) 020 8536 5730 (fax: 8536 5736)

**Red Route Distribution**, Unit 24, 10 Acklam Road, London W10 5QZ (US & European comics/ graphic novels, back-list specialists) 020 8960 5855

**Turnaround Publisher Services**, Unit 3, Olympia Trading Estate, Coburg Road, Wood Green, London N22 6TZ (graphic novels, art books, film and TV, popular culture) 020 8829 3000


## Mail Order Dealers:

CI's Mail Order Index is the industry's most cost-effective and highly-targeted way to reach a huge dedicated audience in excess of 40,000 readers every month. It costs only £4 ($6 US) per entry per issue to appear and is bookable in advance as a six-issue series. Send pre-payment of £24/$36 (plus £4.20 VAT for UK advertisers) per category with your details to:

**Comics International, 345 Ditchling Road, Brighton BN1 6JJ**

Cheques and international money orders should be made payable to Comics International. Alternatively, payment can be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail: comicsinternational@yahoo.co.uk


The letters **(FPI)** after entries indicates that the company is part of **Forbidden Planet International Ltd**

# Classified

## Advertising terms and conditions

Whether for publication or not, all advertisements must be accompanied by full name, home address and daytime phone number of advertiser.

• All private classified Wants or Announcements ads (comics or card related items only) are free of charge. Maximum 50 words, they will be printed at the publisher's discretion when space permits. *(Only one advertisement can be submitted per letter/per issue so everybody gets a chance to fit in!)*

• FOR SALE ads (and dealer wants/announcements) are charged:
(i) General announcements: Stating no issue numbers, prices or titles. Per 50 words (or part thereof) ..... £5.00 ($7.50 US)
(ii) List ads: Including specific titles, issues and/or prices. Minimum charge, per 100 words (or part thereof) ..... £10.00 ($15.00 US)

Full payment, to Comics International, must accompany wordage.

***CI Classified, 345 Ditchling Road, Brighton BN1 6JJ***

## For Sale

Available now: Catalogue 1 – almost every US Marvel comic from 1963 to 1979. Brand new 36-page catalogue, many new additions, including superhero, western, romance, war, ND issues, reprint titles, magazines, paperbacks, "pence" copies now half price! Please send an sae to Peter M. Jaques, 21 The Oaklands, Droitwich WR9 8AD.

In preperation: Catalogue 2 – another 36-page catalogue featuring Charlton, DC, Pacific Comics, UK Marvel, modern-era US Marvel (1980-2004), Atlas, Seaboard, miscellaneous comics plus a huge collection of Warren, Skywald and similar horror magazines. Please send an sae to Peter M. Jaques, 21 The Oaklands, Droitwich WR9 8AD.

I am selling a collection of adult comis and graphic novels. Over 100 titles available. Many are now hard to find. I am willing to split the collection and sell individual items. For list and further details please e-mail bobzcomix@yahoo.com.

Comicbook clearout: thousands of titles at reasonable prices, including Marvel, DC, Valiant, Malibu and many more, with discounts on bulk orders. For full list send an sae to D. Morrall, 66 Peny-Graig Road, Townhill, Swansea SA1 6JY.

## Wanted

*Advertisers are reminded that Wanted ads must be no longer than 50 words (including address), and only single insertion private advertisements can be published free of charge.*

Wanted: Set of **The Hulk Weekly** Marvel UK (with *Black Knight* strip). Will swap or buy. Contact David on 01494 677262.

Wanted: **Battlestar Galactica** (2004) American Magazine Special (DC) Deathstroke The Terminator comics (DC) Teen Titans comics (all volumes). All must be in very fine to near mint condition. Please send details and prices to Neal Clutterbuck, 12 Riddimore Avenue, Redhill, Hereford HR2 7LJ.

Wanted: **TV21**, **Beezer**, **Topper**, **Buzz** weekly comics from the 1960s and 1970s; **Batman** and **Superboy** annuals from the 1950s and 1960s; any 80 Page Giant comics. Gold Key: **Supercar**, **Fireball XL5**, **Bewitched**, **Green Acres**. Small sized pin-up mags: **Spic**, **Span**, etc. Any Bettie Page material, and Madonna annuals. John Balfour, Westerstraat 67-3, Amsterdam, Holland 1015 LW.

Wanted in fine condition: Golden Age Batman pewter statue (1997); **Desperate Dan Book 1979**. Wanted in any condition: **Comics Scene** 55; **Amazing Heroes** 99, 191 (please offer other issues with Batman, Superman or Spirit articles); **The Comics Journal** 46, 53 and 73; **Best of DC Digest** 31, 60, 63, 66 and 71. Details and prices to Michael Connolly, 103 Ballylenaghan Heights, Belfast BT8 6WJ.

Thousands of gaming cards in exchange for your read comics. ***The Crow***, ***Dr Who***, ***Magic The Gathering Revised***, ***Star Trek: The Next Generation*** and ***Star Wars Premier***. Rares, uncommon and common cards at an exchange rate of 30 cards (mixed) per comic. Contact Anthony, 20 Grove Road, Hoylake, Wirral CH47 2DT. Tel: 0151 632 4640

Wanted: **Picture Library** comics, **Pearson Library**, **Battleground**, **Attack**, **Conflict**, **Combat Library**. Call Jim on 020 8330 3788 after 7pm.

## Announcements

*Fanzine and small press titles must not be offered for sale before being printed. To verify publication, a sample copy must be sent in along with the advertising copy (50 words max). Single bookings only, so everybody gets a chance!*

**Parataxis** 4! It's here – the long-awaited re-issue of **Parataxis** 4! The super-student spectacular moves into its second phase as we meet... The Inspector! Will our heroes end up breaking rocks in a hot sun? Send two first clas stamps to Bionic Comics, 94 Tippett Rise, Reading RG2 0DZ.

**The O Men** 25: The Eagle Award-nominated super-soap continues! Miss Scarlet reveals some secrets, Rob and Abby get a surprise – and someone dies... Send £1 to Martin, 11a Gatestone Road, Upper Norwood, London SE19 3AT. Collections of early **O Men** issues are also now available! Check out the website: www.theomen.free-online.co.uk.

**The Immeasurable Adventures of Gorky Park** by Dave Hughes is available now. Mature readers. Send cheque for £3 to David Hughes, Stonechat Productions, PO Box 148, Barrow-in-Furness LA14 3WX.

Do you worry about juvenile delinquency? Then stand well back, as **Comics Retrospective** 13 looks back at the lot of it, in over six decades of **Beano**, **Dandy** and the DC Thomson line! Plus the Avengers! Available now, £1.40 from Tony Ingram, 3 Lower Harlings, Shotley Gate, Ipswich, Suffolk IP9 1QE.

This new compilation of writers and artists is not to be missed! Featuring low-brow artwork, a prose on fear of flying and comics about regret, selfishness, punishment and salesmen of the old west plus lots more! **Cavity** £2.50 (£2 re-orders) contact dzgreene@hotmail.com if it's not in your local shop.

Oh the horror! MPH Comics presents **Tracks** modern horror anthology. Recommended for mature readers. Issue 1, available now for £2 (plus 30p postage). Bi-monthly, 24 pages, black and white, painted covers containing three different takes on the horror genre and text pages. Visceral, gory zombie horror and heroin addiction in *Cold Turkey*. Psychological horror and videogame obsession in *Parallel Tracks*. Truly terrible puns and spoofs in *Horror Kid*. The conventions of modern horror examined in *Why Horror?* Issue 1 available now, issue 2 in December, from Matt Rogerson, MPH Comics, 152 Ashfield Road, Rochdale, Lancs OL11 1QH. Oh, the horror!

**Solar Wind** 4 – Oi, you looking at my comic? A merger with The Geezer brings enw streetwise strips and bucketfuls of aggro! 56 A4 pages, colour cover (and free vegetable activated gift) £3 plus 80p postage from P. Scott, 13 Kiln Crescent, Bishop Middleham, Ferryhill, Co. Durham DL17 9AP.

Enjoy encouragement and feedback from others creating their own comics. The Temple APA is open to new members. Write to David Morris (central mailer), 235 Sturminster Road, Stockwood, Bristol BS14 8EW.

**Sancho** 1 from 20,000 Leagues – A darkly comic tale of elderly paranormal adventurers, ex-exorcists, zombies, demons and possessed naked ladies. US size, colour cover, 32 pages of old skool black and white art and Mexican occult thrills! £3 including shipping from Alan Nolan, 14 Connawood Green, Bray, Co. Wicklow, Ireland or www.20000-leagues.com.

Artist wanted to collaborate with writer on professional comics strip to send to major publishers. Send photocopied art samples to J.A. Short, 20 Grants Avenue, Bournemouth BH1 4NR.

Cartoonist/comics artist seeking work/collaboration. Most things considered. Samples available on request. Martin Street, 30 Farmhouse Road, Short Heath, Willenhall WV12 4AU.

Original comicbook art. Always wished you could afford the prices? Now you can. Stunning images of your favourite characters or from your own designs. Example art available on request. Call 07833 111549 for details.

Wanted for non-profit fanzine: pencillers and inkers. I have scripts and character designs waiting for the right candidates. Please forward your six-page samples (panel work as well as pin-ups, please) to Christopher Herbert, 9 Stretton Road, Leicester.

Inker wanted to work on humour strip for submission to US syndicates. Please send samples (copies not originals) to Captain Wonder Cartoons, 31 Dalboyne Pk, Lisburn, Co Antrim, BT28 3BU or e-mail captain wondercartoons@hotmail.com.

## Comic Societies

Join The Eagle Society, dedicated to the memory of Britain's National Strip Cartoon Weekly – The Eagle 1950-1969. For just £18 per year (cheques to The Eagle Society) members receive our quarterly journal **Eagle Times**, as well as the chance to attend social gatherings and meet original Eagle contributors. Write to: Keith Howard, 25a Station Road, Harrow, Middlesex HA1 2UA. E-mail: rsheaf@npg.org.uk

The Comics Creators Guild for industry veterans and aspiring professionals, the largest comics organisation in Europe. Monthly meetings, newsletter, exclusive publications, free legal advice, special discounts and more. For further info contact: Comics Creators Guild, 22 St James Mansions, West End Lane, West Hampstead, London NW6 2AA. www.comicscreators.org.uk

## BUY OR SELL OR EVEN TRADE

It's been tried and tested for over 10 years and it's still going strong...

**Comics International**'s *Classified* section has turned more than one £5 "For Sale" advertiser into a big-time full page dealer.

One of the first-read sections of the magazine for both dealers and fans, *Classified* offers you the opportunity to add a part time job to boost your finances.

Most comic fans have unwanted titles taking up valuable space...

... A loft which is in need of clearing.

... A spare room which is no longer spare.

... A garage which is pining for a car.

*Classified* can help you not only clear that space, but earn you money while doing so. More than 4,500 such ads have been placed on this page, with regular dealers coming back each issue.

It costs only £5 to place a 50-word For Sale general announcement. Or £10 for a 100-word list ad, detailing issues and prices. Ads can appear within a week of you sending them...

So, what are you waiting for? Everybody else to jump in first?

... It's up to you!

# Comic & Card Events

FREE ADMISSION TO ALL SHOWS
DOORS OPEN 12 NOON

BIGGER & BETTER VENUE

COMICBOOK MARKETPLACE & CARD MART

2005 SUNDAY JANUARY 16

ROYAL NATIONAL HOTEL
BEDFORD WAY
LONDON WC1

160 DEALERS TABLES!

The Comicbook Marketplace is moving to a bigger and better location in 2005, the Royal National Hotel, home of our sister event, the National Collectors Marketplace. There will be 160 tables with over 1,000,000 comicbooks, magazines and trading cards on sale, including S.F., Fantasy, Film and T.V. related items from Britain's top dealers.

BIG CHANGES ARE COMING IN 2005
Register on our website for updates

THE NATIONAL COLLECTORS MARKETPLACE

2005 SUNDAY FEBRUARY 20

ROYAL NATIONAL HOTEL
BEDFORD WAY
LONDON WC1

With over 160 tables, the National is the largest regular marketplace for comicbook and trading card collectors in the U.K. You will also find a whole range of related materials including TV, Film, Fantasy, Sci-fi and Toys from leading British & International dealers.
A refreshments counter and bar will be open next to the venue.

2000 AD
ACTION FIGURES
ANIME
BABYLON 5
BEANIE BABIES
BRITISH COMICS
BUFFY
COMIC BOOK SUPPLIES
GAMING CARDS
GOLDEN AGE COMICS
HEROCLIX
LATEST IMPORT COMICS
MANGA
NON-SPORTS CARDS
ORIGINAL ARTWORK
POKEMON
POSTERS
SILVER AGE COMICS
SPORTS CARDS
SCI FI/FANTASY
STAR TREK
STAR WARS
TOYS
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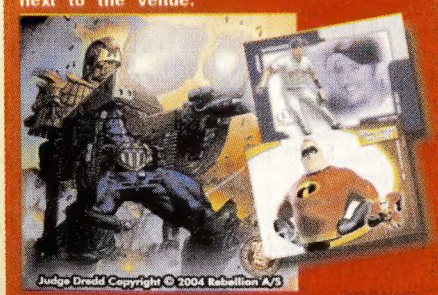
VIDEOS
YU-GI-OH




HOW TO GET THERE. BUS: 68, 91, 168 or 188 to Woburn Place. UNDERGROUND: Piccadilly Line to Russell Square. NATIONAL RAIL: Euston and Kings Cross are within walking distance of the venue.

FUTURE DATES: 3RD APRIL, 15TH MAY, 20TH JUNE 2005

Dealers: for table availability phone 020 747 66 873

www.comicmart.co.uk


# Events

***A summary of all the events advertised this issue***

## December

**18/12** **Nottingham:** Comic Mart & Card Show, Victoria Leisure Centre, Gedling Street, Nottingham ..... (p56)

**22/12** **QVC TV:** Dynamic Forces Christmas Special ..... (p4)

## January 2005

**8/1** **Sheffield:** Comic Mart & Card Show, The Royal Society for the Blind, Main Hall, Mappin Street (off West Street) ..... (p56)

**15/1** **Newcastle:** Comic Mart & Card Show, University of Northumbria, Students' Union Ballroom, Sandyford Road ..... (p56)

**16/1** **London:** Comicbook Marketplace & Card Mart, The Royal National Hotel, Bedford Way ..... (p66)

**22/1** **Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street, Piccadilly, Manchester ..... (p56)

**23/1** **Liverpool:** Comic Mart & Card Show, Gladstone Hotel, Lord Nelson Street, Liverpool ..... (p56)

## February

**5/2** **Glasgow:** Glasgow Comic & Toy Fair, Henry Wood Hall, Claremont Street, Glasgow ..... (p41)

**5/2** **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way, Leeds ..... (p56)

**12-2** **Birmingham:** Comic Mart & Card Show, Aston University, Students' Guild Hall, Aston Triangle ..... (p56)

**19/2** **Nottingham:** Comic Mart & Card Show, Victoria Leisure Centre, Gedling Street, Nottingham ..... (p56)

**20/2** **London:** The National Collectors' Marketplace, The Royal National Hotel, Bedford Way ..... (p66)

## April

**2/4** **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way, Leeds ..... (p56)

**3/4** **London:** The National Collectors' Marketplace, The Royal National Hotel, Bedford Way ..... (p66)

## May

**13/5** **Bristol:** ProCon 2, Ramada Plaza Hotel, Bristol ..... (p67)

**13-15/5** **Bristol:** Comic Expo, Ramada Plaza Hotel, Bristol ..... (p67)

**14/5** **Glasgow:** Glasgow Comic & Toy Fair, Henry Wood Hall, Claremont Street, Glasgow ..... (p41)

**15/5** **London:** The National Collectors' Marketplace, The Royal National Hotel, Bedford Way ..... (p66)

## June

**20/6** **London:** The National Collectors' Marketplace, The Royal National Hotel, Bedford Way ..... (p66)

*Please note: the above listing of UK comics, trading card and related events is free to Comics International display advertisers only.*

**LOOKING FOR INFORMATION ON COMICS-RELATED EVENTS AROUND THE WORLD? SEE OUR INTERNATIONAL FESTIVAL GUIDE ON PAGE 62.**

# COMIC EXPO

## plus ProCon 2

at the massive EMPIRE AND COMMONWEALTH EXHIBITION HALL

and THE RAMADA PLAZA HOTEL

BRISTOL, TEMPLE MEADS

EVENTS INCLUDE WORKSHOPS, PANELS, AUCTIONS AND TALKS WITH EXTRA GUESTS:

**HERB TRIMPE**
INCREDIBLE HULK

**MIKE PLOOG**
PLANET OF THE APES

AND MORE **MAJOR** GUESTS TO BE ANNOUNCED!

Plus. . . the return of HYPOTHETICALS, DAVID (DISTRICT X) HINE, ALBION'S LEAH MOORE & JOHN REPPION and lots, lots more!

# MAY 13-15, 2005

**ProCon 2** *Free for all pro and semi-pro creators*

Featuring one-to-one pro interviews with Straczynski, Oeming & Mack

FRIDAY 13/5: From 2pm until very, very late

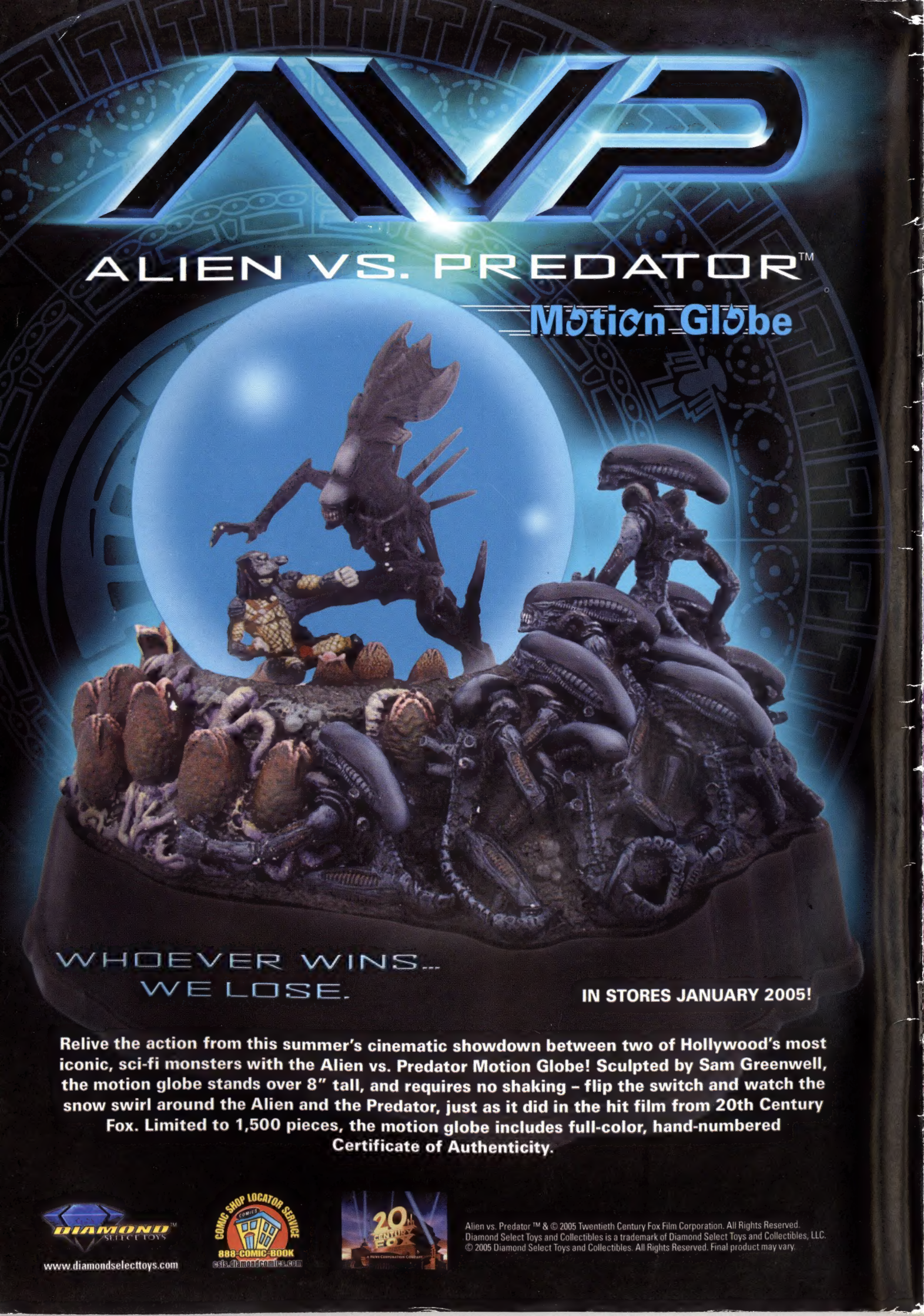
**COMIC EXPO**

SAT 14/5: 12 Noon - 6:00pm

SUN 15/5: 11:00am - 5:00pm

Info: 0117 924 4655

For full creator/events listings and updates, log on to www.comicexpo.net




**Relive the action from this summer's cinematic showdown between two of Hollywood's most iconic, sci-fi monsters with the Alien vs. Predator Motion Globe! Sculpted by Sam Greenwell, the motion globe stands over 8" tall, and requires no shaking – flip the switch and watch the snow swirl around the Alien and the Predator, just as it did in the hit film from 20th Century Fox. Limited to 1,500 pieces, the motion globe includes full-color, hand-numbered Certificate of Authenticity.**

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www.diamondselecttoys.com

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